NetObjects FUSION™

Version 3.0 for Macintosh®

User Guide

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Welcome to NetObjects Fusion

NetObjects Fusion™ 3.0 is the essential tool for building dynamic Web sites. You can use NetObjects Fusion to create and maintain an entire site whether or not you know HTML. NetObjects Fusion's Everywhere HTML™ eliminates the problems and confusion caused by browser differences. Because NetObjects Fusion generates HTML pages based on page layout and publish settings you control, you can build your site once and publish it everywhere.

In NetObjects Fusion's open site environment you can work the way you want to. You can design pages using NetObjects Fusion's position-based editor, its text-based editor, an external HTML editor, or a combination of all three. Powerful message-based animation and interactive authoring features included in NetObjects Fusion make it easy for you to create sophisticated effects. You'll also find it easy to add scripts, Java™ applets and servlets, Shockwave™ Flash, Headspace® RMF, and more.

About This User Guide

This book explains how to build a Web site using NetObjects Fusion. In addition to the basics of designing with text and graphics, creating links, and so on, you'll find chapters that elaborate on special topics, including data publishing and using NetObjects Fusion components (pre-built mini-applications that add functionality to your site).

Before you begin your projects, refer to the *NetObjects Fusion 3.0 Installation and Quick Start* card and work through the lessons in *NetObjects Fusion 3.0 Getting Started*. This is the most efficient way to learn NetObjects Fusion. If you are already familiar with an earlier version of NetObjects Fusion, read Chapter 11, "Upgrading

from Previous Versions of NetObjects Fusion," in *NetObjects Fusion* 3.0 *Getting Started*.

The manuals and online help assume you are a proficient Macintosh™ user. If you need help using this system, consult its user guide.

This guide also assumes you are familiar with the World Wide Web and its terminology. For general advice about the web and examples of how to use NetObjects Fusion, visit the NetObjects™ Web site at **www.netobjects.com**.

For readability, this manual presents all file names, path names, file extensions, HTML tags, and URLs in **boldface**. Example names that you should replace with your own appear in ***bold italic***.

Getting Help

You can get help on the many features in NetObjects Fusion and complete step-by-step procedures by using the online help.

To get help:

- Select Help Topics from the Help menu to launch the help system and display the table of contents. You can use the Contents, Index or Find feature to navigate through the help.

To get help about a dialog box:

- Click the Help icon in the dialog box.

You can also display the NetObjects Home page, which contains links to information about NetObjects Fusion.

To open your browser and display the NetObjects Home page:

- Select NetObjects Web Site from the Help menu. You must be connected to the Internet for this to work.

NetObjects Fusion Basics

NetObjects Fusion 3.0 incorporates new technologies with the current browser environment to help you meet today's site building challenges. Using NetObjects Fusion you'll find it easy to build dynamic, content-rich sites that use the latest interactive technologies, including CSS Positioning and Dynamic HTML. And you don't need to build multiple versions of your site; you can depend on NetObjects Fusion's Everywhere HTML to generate HTML that works on all browsers.

This chapter provides an introduction to NetObjects Fusion, including:

- **Basic concepts**
- **NetObjects Fusion window**
- **NetObjects Fusion views**
- **Navigating in NetObjects Fusion**
- **Choosing colors**
- **Setting preferences**
- **NetObjects Fusion folder structure**

Introducing NetObjects Fusion 3.0

NetObjects Fusion is a fully integrated, visual Web site builder. It provides an open environment that lets you work in your own way with a variety of tools. Using NetObjects Fusion you can design and publish visually enticing, dynamic content using the latest interactive technologies.

Work in an Open Environment

NetObjects Fusion provides an open site-building environment. You can use a variety of other tools for specialized purposes and then return to NetObjects Fusion to integrate the content into one cohesive site. Think of NetObjects Fusion as the control center where you create and manage all of the site's resources.

Depending on your preference, you can lay out pages in graphical mode, text mode, or using an HTML editor. In graphical mode, you can place objects anywhere on the page and see exactly how they will look when you publish the site. In text mode, you can work on a page as if you were working in a word processor. You draw a text box and then use it to contain graphics, Java applets and servlets, components, and other objects, as well as text. This design method keeps your HTML code lean. For more information about graphical and text layout options, see Chapter 7, "Laying Out the Page."

If you want more control over HTML, you can use your favorite HTML editor for all or part of a page, for as many pages as you want. For more information, see Chapter 19, "Referencing and Editing External HTML."

Generate HTML That Works Everywhere

A major challenge when building sites today is overcoming browser disparity problems. If you use the wrong site-building tool, you can waste time and energy building and maintaining several versions of a site, each one targeting a different browser. When you use NetObjects Fusion 3.0 these problems disappear. You can depend on the NetObjects Fusion 3.0 HTML generation capability to provide Everywhere HTML. Whether you're designing for a 2.0 browser or for the latest DHTML-capable browser, NetObjects Fusion 3.0 generates HTML that works. For information about the publishing options available in NetObjects Fusion 3.0, see Chapter 5, "Planning Your Site."

Add Dynamic Content

NetObjects Fusion 3.0 makes it easy for you to add dynamic content to your site whether you want simple object animation or custom JavaScript™ actions.

You can have objects fly across the screen as the result of a site visitor's action. Or you can launch a sequence of animations at any given time. You can also reduce your visitors' download time by having text, graphics, or other objects appear as needed.

NetObjects Fusion 3.0 contains powerful message-based animation and interactive authoring capabilities that you can use to achieve these effects. For complete information, see Chapter 21, "Building Dynamic Pages."

NetObjects Fusion Views

NetObjects Fusion provides five views that correspond to the tasks you complete when you design and build a Web site. Changes you make in one view are reflected in the other views. You can go to any view at any time by clicking one of the view buttons on the control bar at the top of the NetObjects Fusion window.

- Start with Site view to create the hierarchical structure of a new site or to import an existing site. You can see a structure map of your site, which is a graphical view that shows how the pages relate to each other, or an outline view that is similar to the Macintosh Finder. You can quickly rearrange your site by dragging and dropping pages and sections. For complete information about working in Site view, see Chapter 2, "Creating and Managing Sites."

- Use Page view to design pages and add content. In Page view you see the MasterBorder and Layout area of each page. The MasterBorder contains objects that repeat on a set of pages, much as headers and footers appear in a word processing document. The Layout area displays objects that are unique to that page.

  For information about working in Page view, see Chapter 4, "Page View Basics."

- A *SiteStyle* consists of a variety of elements, including navigation buttons, banners, lines, and text color. In Style view, you can create your own SiteStyle, or choose from more than 50 pre-built SiteStyles™ to give your entire site a consistent look and feel. For information about working with SiteStyles, see Chapter 12, "Using SiteStyles."

- *Assets* include the files, links, data objects, and variables that you reference in your site. Assets view gives you centralized control over all these referenced entities. When you change an asset, NetObjects Fusion updates every reference to that asset throughout the site. For example, if your company's logo changes, you just replace the old logo file with the new one in Assets view and NetObjects Fusion automatically updates every page that displays the logo. For information about working in Assets view, see Chapter 25, "Managing Assets."

- When you are ready to publish the completed site, go to Publish view to configure your file transfer settings, generate the HTML for your site, and transfer your site to a local or remote server. For information about working in Publish view, see Chapter 26, "Publishing Your Site."

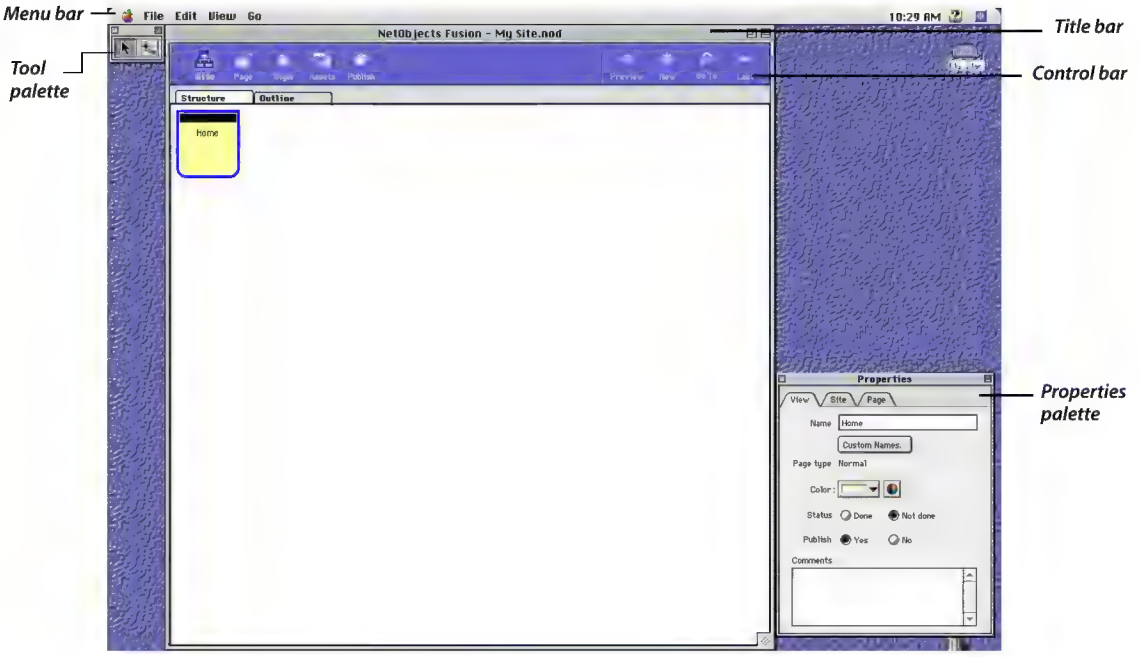
Using the New Button

To create a new page in Site or Page view, click the New button on the control bar. In Style view, you use this button to create a new SiteStyle; in Assets view, to create a new file, link, data object, or variable; and in Publish view to create a new folder.

NetObjects Fusion Window

When you start NetObjects Fusion and create a new site, you see a window containing a Home page icon, a tool palette, and a properties palette.

The title bar and control bar are at the top of the application window. The title bar shows the name of the current site and the control bar contains several navigation buttons.



About the Properties Palette

When you click an object in Site or Page view, the properties palette changes to display the properties available for that object. Properties appear on tabs that also might change when the selected object changes. For example, when you select a text box in Page view, the Text Properties palette includes Text Box and Actions tabs. When you double-click in the text box to edit the text, the Format tab is added to the display.

You might not always be aware of making a selection, but in NetObjects Fusion, something is always selected. For example, when you switch from Site view to Page view, the Layout Properties palette appears. You might not immediately see evidence that the Layout is selected, but it is indicated on the properties palette. To check what is selected at any time, look at the properties palette.

To shrink the properties palette to display just its title bar, click the minimize button; click the button again to restore the full display. To completely hide the properties palette, click its close box. To show the palette again, from the View menu, select Properties Palette. A check mark on the menu indicates that the palette is displayed.

About the Tool Palette

Tool palette in Page view

When you first open NetObjects Fusion, the Tool palette appears at the left side of the Site view window, displaying the Select and Zoom tools. You can move the Tool palette by positioning the pointer over its top border and dragging it anywhere in the window.

In Page view, after you use a selected tool to create an object on the page, the Select tool automatically becomes active. If you want to use a tool repeatedly to add several objects, press ⌘ and click on the tool to keep it active.

A small triangle in the lower right corner of a tool button indicates that the tool is one of a group. To see the entire group, point to the tool and hold down the mouse button. A flyout containing the other tools in the group appears.

To select a tool from a flyout, position the pointer over the tool and release the mouse button. The tool you select is displayed on the Tool palette. For example, if you point to the Draw tool on the Tool palette and hold down the mouse button, you can select the Rectangle, Rounded Rectangle, Ellipse, or Polygon tool.

To hide and show the Tool palette, from the View menu choose Tool Palette. A check mark on the menu indicates that a palette is displayed. For more information about the Tool palette, See "Using the Tool Palette" on page 4-15.

Previewing Your Site

As you build your site, to see how it will appear in the browser of your choice, click the Preview button on the control bar. NetObjects Fusion generates HTML from your pages and displays your site in the browser specified in the Preferences dialog box. In the Preferences dialog box you can also choose to preview the whole site or just the page you are working on. For information, see "Setting Preferences" on page 1-12.

Although previewing creates folders and files on your disk, they do not comprise a working site. Certain information critical to a published site—for example, relative paths to assets—are not included in preview files. By not including this information, previewing displays your site quickly. When you're satisfied with your preview, go on to publish your site as described in Chapter 26, "Publishing Your Site."

Navigating in NetObjects Fusion

NetObjects Fusion offers several navigation tools, including the Go menu and buttons on the control bar.

You use the buttons on the left side of the control bar to move between views. For an introduction to the NetObjects Fusion views, see "NetObjects Fusion Views" on page 1-3.

Finding an Object

Use the Go To button on the control bar to find any named object in NetObjects Fusion. Click the Go To button, enter the name, or partial name, of the object you want to locate in the Go To dialog box, and click OK. If only one object meets your criteria, NetObjects Fusion opens the appropriate view or dialog box to display the object. If several objects meet your criteria, NetObjects Fusion displays a list so you can choose one.

Switching Between Views

To return to the previous view, click the Last button on the control bar. Click the button again to redisplay the current page or view. Use this button to quickly switch back and forth between the current and last view or page.

Using the Go Menu

The Go menu provides all the navigation features in one place and shows equivalent keyboard shortcuts. A dot to the left of a command indicates your current view.

The Go menu commands vary slightly from view to view.

- From all views you can go to any other view. From Site view and Assets view you can also navigate to the subviews; from Page view you can go to other pages.
- Use the Go To command the same way you use the Go To button on the control bar to find any named NetObjects Fusion object in your site.
- Use the Last command to go to the last page or view you were working on.
- Use the Recent command to select from a list of the views and pages you displayed during the current NetObjects Fusion session.
- Use the Preview command to launch your browser and display a preview of your site.

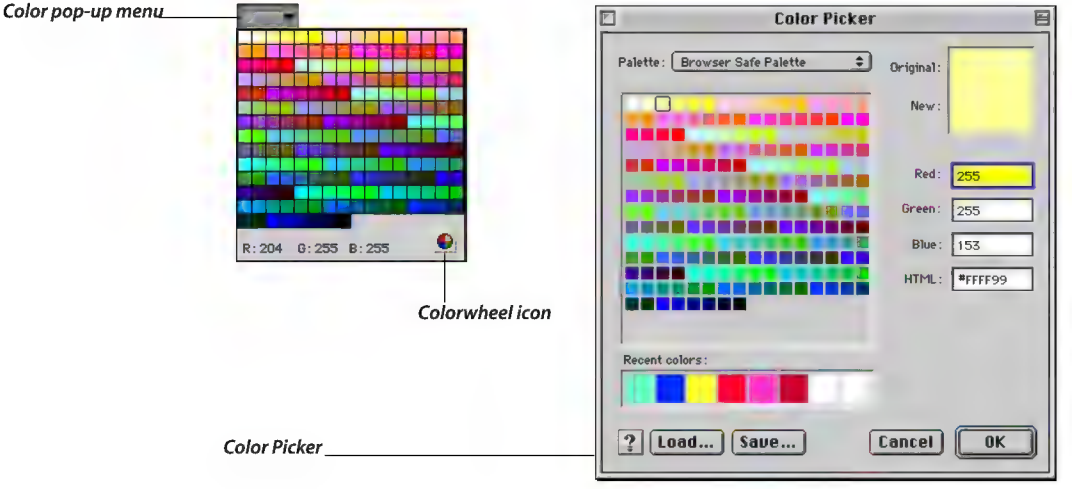
Using the Info Palette

NetObjects Fusion provides an Info Palette that shows the mouse pointer's (x,y) position. When you select an object, the Info Palette displays the object's name, its (x,y) position, width, height, and zoom level. To hide and show the Info Palette, from the View menu choose Info Palette.

Choosing Colors

In NetObjects Fusion, whenever the properties palette includes a color option, you can change the color of a selected object. For example, you can change the color of the page icons or the background in Site view, objects in Page view, or link text color in Style view.

To choose a color for a selected object you can use either the Color pop-up menu, or the Colorwheel icon, which brings up the Color Picker.



The Color pop-up menu is a shortcut that displays the browser-safe color palette. Choose from this pop-up menu to give your selected object a color that can be displayed consistently by all browsers.

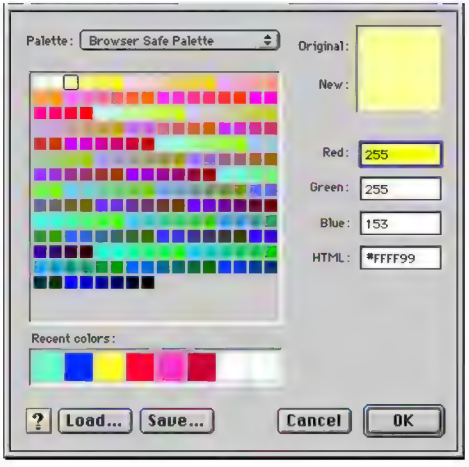
The Color Picker gives you more control over which color you use. With it, you can:

- Choose a color from a specific palette, such as Browser Safe, Windows System, Macintosh System, or Custom.
- Load a custom palette and pick a color from it.
- Create a new color.
- Pick a color from the Apple system color picker.
- Choose from a list of recent colors.

To choose any color for a selected object:

1. Click the Colorwheel icon in any properties palette where it is offered or double-click a text style element in Style view.

   The Color Picker appears.



   The name of the current palette is shown above the color display. The last eight colors you selected from the palette are displayed in the Recent colors boxes.

2. Click the color you want to assign to the object.

   The Original and New boxes show the original color and the color you just selected. The RGB and HTML hexadecimal values also appear.

   If you are not using the Browser Safe Palette, you might see a warning that the selected color is not Web safe. To avoid unexpected results for your site visitors, choose colors that are Web safe.

3. Click OK.

   The new color appears in the selected object.

Using Color Palettes

When you choose colors for the objects in your site, you select from the palette offered in the Color Picker. You can use the Browser Safe Palette, which contains colors that are Web safe, the palette used by Windows, the Macintosh palette, or a custom palette you create.

Choosing a Color Palette

1. Click the Colorwheel icon in any properties palette where it is offered.

   The Color Picker appears.

2. Select a palette from the pop-up menu at the top of the dialog box. If you choose Custom Palette and want to load an existing custom palette, see "Loading a Custom Color Palette." If you want to create your own custom palette, see "Creating or Editing a Color Palette."

   The palette is displayed in the Color Picker until you change it.

3. Click OK.

Loading a Custom Color Palette

1. Click the Colorwheel icon in any properties palette where it is offered.

   The Color Picker appears.

2. Select Custom Palette from the pop-up menu at the top of the dialog box.

3. Click Load.

4. In the File Open dialog box, navigate to the palette you want to use, then click Open.

   This palette is displayed in the Color Picker until you change it.

5. Click OK to close the Color Picker.

Creating or Editing a Color Palette

1. Click the Color pop-up menu in any properties palette where it is offered.

   The Color Picker appears.

2. Select Custom Palette from the pop-up menu at the top of the dialog box.

3. Click a blank box in the palette area or double-click to edit with the System color picker.

4. Set the RGB values for the color you want to add to the palette or type the hexadecimal (HTML) value for the color.

5. Repeat step 4 for each color you want to add to the palette.

6. Click Save.

7. In the Save dialog box, type a file name for the palette and click Save.

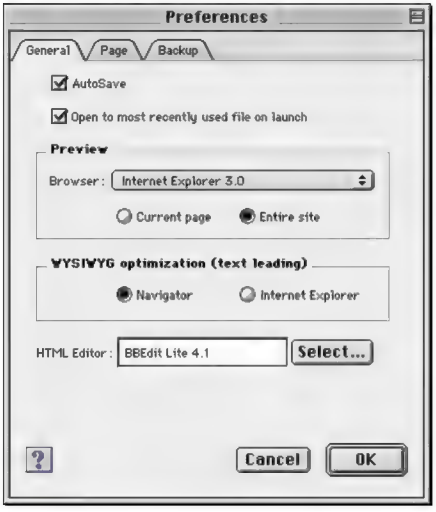
8. The new palette is displayed in the Color Picker until you change it. To reload this palette, follow the steps in "Loading a Custom Color Palette" on page 1-11.

Setting Preferences

You can change your preferences from any view at any time. Changes take place as soon as you click OK to close the Preferences dialog box. General and Backup preferences apply throughout NetObjects Fusion and affect all sites; Page preferences affect the current site only and are saved with the site.

1. From the Edit menu, choose Preferences.

The Preferences dialog box appears.



2. Set the preferences on the General tab.

   - **AutoSave.** When this option is selected, your site is saved each time you change views or pages. If you clear the AutoSave check box, be sure to save your site periodically by choosing Save Site from the File menu.

   - **Open to most recently used file on launch.** If you select this option, when you start NetObjects Fusion, the last site you worked on opens automatically, displayed in the last view you worked in.

   - **Preview.** Choose the Web browser you want to use for previewing sites by selecting it from the Browser pop-up menu.

     Every time you launch NetObjects Fusion, all installed Netscape browser versions appear, followed by Internet Explorer versions. Once you select a browser, NetObjects Fusion uses it for previews until you choose a different version or browser type.

Also choose whether you want to preview only the Current page or the Entire site. Previewing the entire site takes longer, but you can move from page to page in the browser to test your site's navigation buttons. Set the Current page option to preview only the current page or the current section of pages.

You can also use keyboard shortcuts to preview either the whole site or just the current page or section:

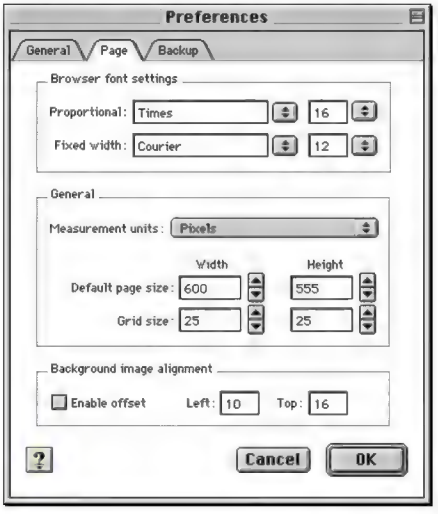
- If Entire Site is selected in Preferences, pressing Shift+⌘+P or clicking the Preview button previews the entire site; pressing Option+Shift+⌘+P or clicking the Preview button while pressing Option previews just the current page or section.

- If Current Page is selected in Preferences, pressing Shift+⌘+P or clicking the Preview button previews the current page or section; pressing Option+Shift+⌘+P or clicking the Preview button while pressing Option previews the entire site.

- **WYSIWYG optimization (text leading).** Choose whether Page view should display text spacing as it will appear in Netscape Navigator or in Microsoft® Internet Explorer.

- **HTML Editor.** Click Select and find the file that launches your editor. When you want to edit the HTML of an external HTML object, double-click the external HTML's icon in Page view to launch the editor you specify here. For example, you can designate BBEdit Lite as your HTML editor if you installed it with NetObjects Fusion 3.0. See Chapter 22, "Working with HTML Directly" for details.

3. To set Page preferences, click the Page tab.



- **Browser font settings.** Choose Proportional and Fixed Width font settings. To ensure that your pages appear in your browser the way you design them in NetObjects Fusion, choose the same font settings in your browser. For example, if you use Times, size 16, and Courier, size 12, for your browser proportional and fixed width fonts, choose the same fonts and sizes in NetObjects Fusion. Note that the suggested settings are the defaults used by the browser when it was installed.

  Be aware that NetObjects Fusion sizes text boxes based on the expected font size, so when you change sizes, you change the layout of the page slightly.

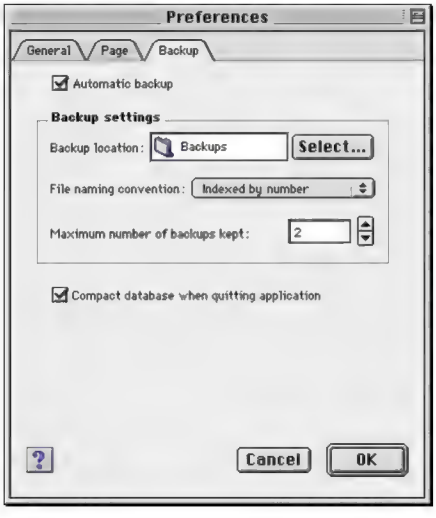
- **General.** Choose the measurement unit you want to use as you build your site. Then specify a width and height in this unit of measurement for your default page and grid sizes. When you add a new page to your site, it will have this size. Changing this option does not change the size of existing pages in your site. However, if

you change the Grid Size setting, it will change the size of the grid on both new and existing pages. For more information about page size, see "Displaying a Page in Page View" on page 4-2.

- **Background image alignment**. Most Web browsers add a margin at the top and left of the page; this margin can vary from 6 to 16 pixels. However, no margin is added for background images; a background image is aligned at the top and left edges of the page. If you need to match a background pattern to objects on the page, use this setting to compensate for the shift of your content in the browser.

  Not all browsers on all platforms use the same margin. For example, Netscape Navigator 4.0 for Windows and 3.0 for Macintosh use Offset selected, Left 8, Top 8. These settings also do not apply if you use frames; in that case the settings are always Left 2, Top 1. If you enable offset, be sure to test your pages using the browsers you want to support.

4. To set Backup preferences, click the Backup tab.



- **Automatic backup.** This option is selected by default. When you close NetObjects Fusion, the program automatically backs up your **.nod** file and saves it in the **User Sites:*sitename*:backups** folder. If you need to use one of these backup files, drag it from the **backups** folder into the ***sitename*** folder of the **User Sites** folder before you open it so the asset paths will be correct.

  If you do not want NetObjects Fusion to automatically back up your sites, clear the check box.

- **Backup settings.** NetObjects Fusion saves backup files in the ***sitename*** folder of the **User Sites** folder by default. To change the location of the backup files, click Select and choose a new location.

  Select a backup file name convention from the pop-up menu: you can choose a format indexed by number or one that includes the date and time.

  Indicate the number of backups you want NetObjects Fusion to keep. The oldest backups are overwritten as newer backups are created.

- **Compact database when quitting application.** This option is selected by default. Compacting the files can save you substantial hard disk space. In addition, when this option is selected NetObjects Fusion performs an error-checking procedure to verify your database as it compacts the files. It is recommended that you do not change this setting.

WARNING: Do not shut down your Macintosh while the file is being compacted. This could cause your **.nod** file to become unstable.

Using Image Assets

By treating image files as assets, NetObjects Fusion provides you with a convenient way to replace or update multiple instances of an image. Using Image Assets can also reduce the number of image files included in your site. Instead of adding multiple copies of an image file in several locations, you add the image asset once and then select from the list of existing image assets when you want to place another instance of the picture.

When you export a template, NetObjects Fusion copies your image file assets from wherever they are located on your hard disk to an **Assets** folder within your template folder.

Whenever you place a picture on the page, as described in "Adding Pictures" on page 10-3, you add a file asset. You can also add image file assets in Assets view. See "Adding File Assets" on page 25-5.

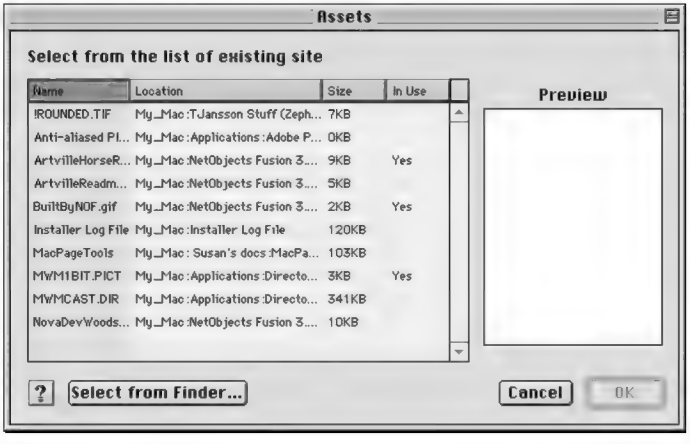
To place an image asset:

Picture tool

1. In Page view, choose the Picture tool from the Tool palette and draw a box to specify where you want to place the picture on the page.

   The File Open dialog box appears.

2. Click Choose Asset to see a list of current assets.



3. Select the asset you want to place.

   A thumbnail image appears on the right of the dialog box.

4. Click OK.

   NetObjects Fusion places the image in its box and opens the Picture Properties palette. You can replace all instances of this picture in your site using a single command in Assets view, as described in "Replacing File Assets" on page 25-8.

Editing Objects and Assets

You can edit objects created in other software applications from within NetObjects Fusion. In Page view, you select the object on the page, and then from the Object menu, select Open Object. In Assets view, you select the Asset, and then from the Assets menu, select Open Asset.

The Macintosh Finder displays a list of image-editing applications it recognizes as being the possible creator of that file. Choose from the list of applications. If the file can't be opened, a suitable application could not be found. If MacOS Easy Open is removed or turned off in the Control panel, this feature might not work.

NetObjects Fusion Folder Structure

The **NetObjects Fusion 3.0** folder contains all the files you need to use NetObjects Fusion.

Do not move or rename the **NetObjects Fusion 3.0** folder or any folders within it. NetObjects Fusion performs best when the application and its parts remain in the folder recommended during installation. This is especially true with the **User Sites** folder. Since NetObjects Fusion keeps track of assets and links, folder names and locations are very important. If you change names and/or locations, Net Objects Fusion might not be able to track assets and links properly.

The subfolders organize files according to their use:

- **Components** contains the NetObjects Fusion Components, mini-applications that can add sophisticated functions to your site. See Chapter 18, "Using NetObjects Fusion Components" for information.
- **Scripts** contain sample AppleScripts for customized data filtering from a FileMaker Pro database and for automated publishing. For more information, see Chapter 20, "Data Publishing."
- **Samples** contains design parts such as picture files and animated **.gifs**, as well as plug-in parts such as media files and Java applets that you can use to enhance your site design.
- **NetObjects System** contains files used by the program; do not delete or remove these files.
- **Styles** contains a separate folder for each SiteStyle, including the ones you create. NetObjects Fusion style files have an **.ssf** extension. See Chapter 12, "Using SiteStyles" for information.
- **Templates** contains AutoSites™, Forms, and Page templates. A NetObjects Fusion Template file has an **.nft** extension and its own Assets folder. See Chapter 2, "Creating and Managing Sites" for information about templates.
- **Tutorial** contains the assets you need for the lessons in *NetObjects Fusion Getting Started*.
- **User Sites** contains all the sites you create. NetObjects Fusion automatically creates a new subfolder within **User Sites** to keep your projects organized. Each NetObjects Fusion site is saved with a **.nod** extension. The site folder also includes an **assets** folder where all the assets used in the site are saved and a **backups** folders where backup **.nod** files are saved. You can also save sites in other locations.

Creating and Managing Sites

Site view is where you create, view, and maintain the architecture of your site. Site view frees you from the details of file and link management, so you can focus on organizing and updating your site. For example, you can drag a page or section to any location in Site view, and NetObjects Fusion updates the links to other pages automatically.

This chapter describes Site view and its automated site-building capabilities, including:

- **Starting NetObjects Fusion**
- **Starting with a blank site**
- **Opening an existing site**
- **Using Site view tools to select pages and create sections**
- **Setting properties**
- **Adding, deleting, and moving pages**
- **Renaming pages**
- **Printing the site structure**
- **Working with the site outline**
- **Saving and backing up your site**

Starting NetObjects Fusion

To start NetObjects Fusion:

- Double-click the NetObjects Fusion icon.

When the program starts, it displays this dialog box:

Creating a blank site and opening an existing site are described in "Creating and Opening Sites" on page 2-3. Creating a new site based on a NetObjects Fusion AutoSite or template is described in Chapter 3, "Importing and Exporting."

The default option in this dialog box is to open the last file you were working on. You can set preferences so NetObjects Fusion automatically opens your last file each time you start the program. See "Setting Preferences" on page 1-12.

Working with Site Files

A NetObjects Fusion site file is a database of information about your site. Site files have a **.nod** extension.

Site files are stored in a folder that has the same name you give the site. For example, if you name the site **Apples + Oranges**, the site's folder is called **Apples + Oranges,** and the site file—**Apples + Oranges.nod**—is saved inside the folder. In addition, the site folder contains a folder with the site's assets—embedded files, embedded html, imported files—as well as a **backups** folder.

By default your site folder is saved inside the **User Sites** folder, but you can store the site in any location on your local computer. Because the paths to the assets in a site file are absolute—they include the drive and folder names—you cannot save the site file on another computer on a network. To do that, you must export the site as a template, as described in Chapter 3, "Importing and Exporting."

Creating and Opening Sites

When you create a site, you always work from a *template*, ranging from the most simple—the Blank Site template—to the professionally designed templates provided with NetObjects Fusion. You can even derive templates from your own sites.

A template is a fully designed page or site that you can use as a starting point for your own pages or sites. A typical template might include a banner and navigation buttons, an assigned SiteStyle, and—in some cases—text or other content. You can start a new site from a template or insert one into your current site. Templates are described in detail in Chapter 3, "Importing and Exporting."

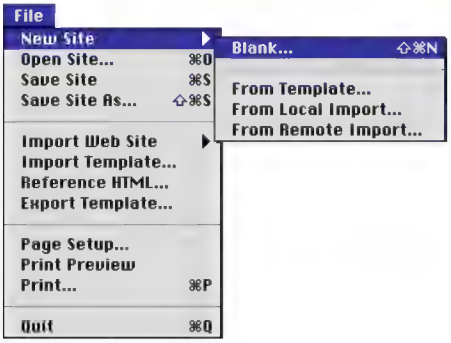
You can also open an existing site and add to it, change its style, or modify it.

Starting with a Blank Site

You can start building a new site from a blank site, which is a template consisting of a Home page with a banner and navigation buttons. The blank site provides a starting point for creating a new site.

To start with a blank site:

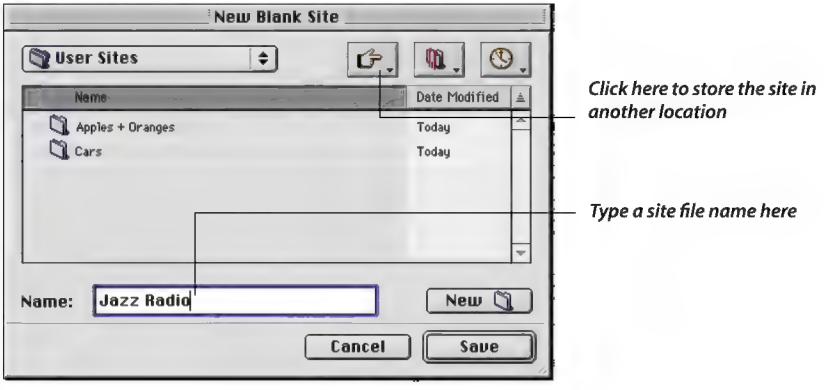
1. From the File menu, choose New Site, Blank.



   The New Blank Site dialog box appears.

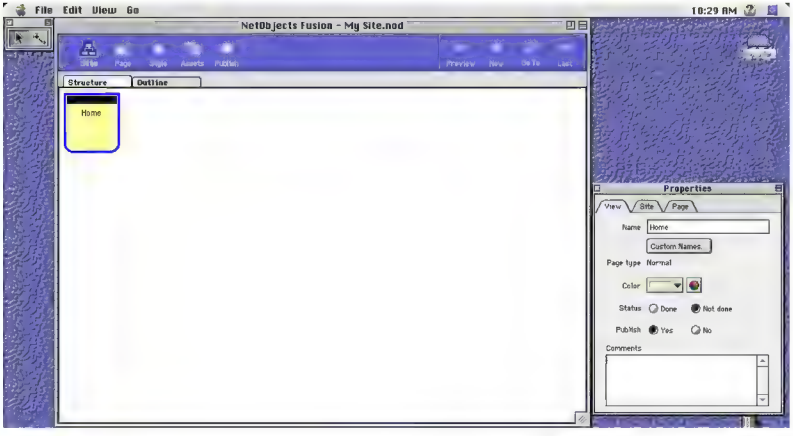
   You can also start a blank site by selecting the Blank site option in the Welcome To NetObjects Fusion dialog box.

2. Enter a site name in the dialog box.



3. Click Save.

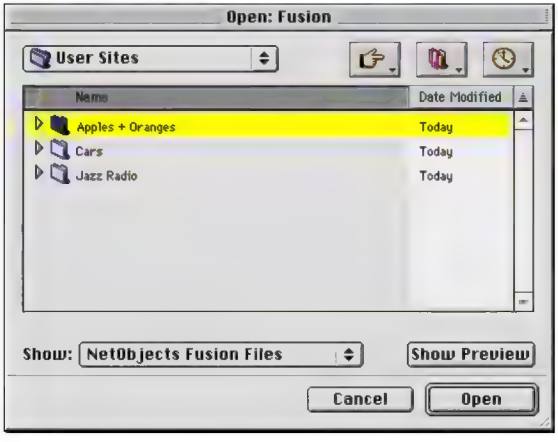
   Site view opens a new site, based on the **Blank Site.nft** template, and displays a Home page. You're ready to begin adding pages to create your site's structure, as described on page 2-11.



Opening an Existing Site

1. From the File menu, choose Open Site.

   The File Open dialog box appears.



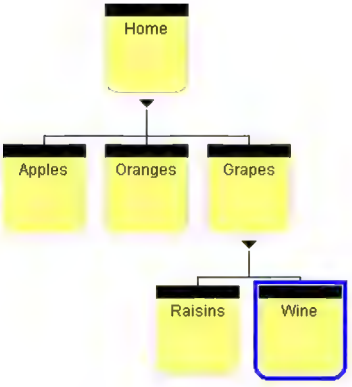
2. Double-click the folder that contains the site you want to open.
3. Select the site's **.nod** file and click Open.

You can also open an existing site by doing any of the following:

- Selecting it in the Welcome To NetObjects Fusion dialog box.
- Dragging the **.nod** file name onto the NetObjects Fusion icon.
- Double-clicking the **.nod** file name.

Viewing a Site

In Site view, the structure of your site is represented by page icons. As in a family tree, pages have *parent*, *child*, and *sibling* relationships.



The pages named Apples, Oranges, and Grapes are all children of the Home page and are siblings of each other. The Grapes page is the parent of two additional pages: Raisins and Wine.

In Site view you can add pages to the site, rename pages, move them, and complete other site-oriented actions. To add content to a particular page—for example, to add text or pictures—use Page view. As you construct a site, you typically go back and forth between Site view and Page view.

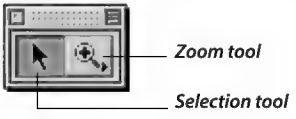
In Site view one page is always selected, as indicated by a blue border. See "Selecting Pages" on page 2-7.

Saving Your Work

To save your work, choose Save Site from the File menu. NetObjects Fusion also has an auto save feature that saves your work each time you change views. See "Setting Preferences" on page 1-12.

Using the Site View Tools

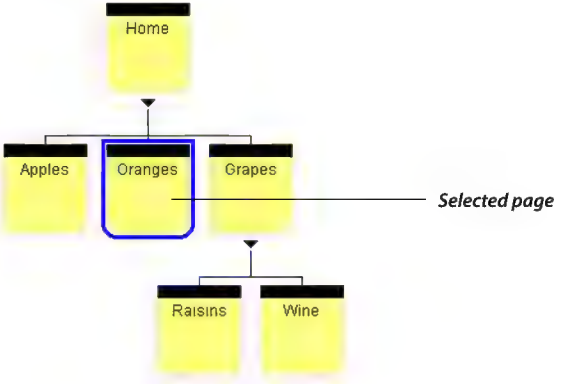
When you work in Site view, the Tool palette contains one tool for selecting pages and another for zooming in and out on the Site view.



The Zoom tools are discussed on page 2-11.

Selecting Pages

Before you can add, rename, or move pages, or set page properties, you must first *select* a page. By selecting a page, you identify it as the one you will work with. NetObjects Fusion places a blue border around the selected page.



To select a page, do either of the following:

- Using the mouse, click the Selection tool and then click the icon for the page you want to select. If you click directly on the page's name, NetObjects Fusion selects the page name and switches into text editing mode. See "Renaming Pages" on page 2-13.
- Using the keyboard, press the arrow keys to select the current page's parent, child, or sibling pages.

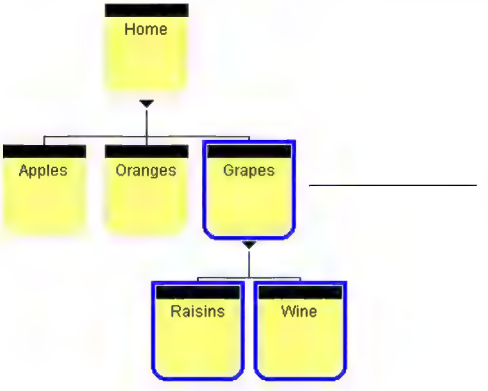
Working with Sections

In addition to selecting individual pages, you can select *sections* of your site. A section is any page and all its children, their children, and so on. You can move a section to a different location in the site, set section properties including MasterBorders—see Chapter 6, "Managing MasterBorders and AutoFrames"—and preview a section independently of the rest of the site.

To select a section, do either of the following:

- Hold down the Shift key as you click the parent page of the section.
- With the keyboard, select the parent page of the section and then press Shift+Return.

NetObjects Fusion places a blue border around the pages in the section.

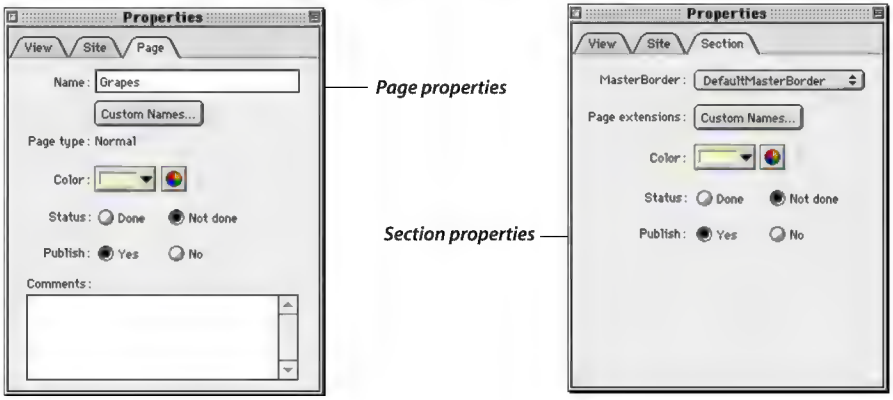


Sections are not permanent entities. You can deselect the section by clicking any page in the site, by clicking the Site view background, or by pressing an arrow key or Shift+Return. You can preview just the selected section. For more information on previewing a section of pages, see "Setting Preferences" on page 1-12.

Setting Page and Section Properties

Pages and sections have a number of *properties*. Some properties affect the published site; others are for your information. For example, you can assign colors to the page icons to create visual groups that indicate which pages are finished or which are assigned to a particular author. You can instruct NetObjects Fusion whether to publish a particular page, note whether a page is done, and enter comments about the selected page.

To set properties, select a page or section to display the Properties palette.



Page Properties

- **Name.** The name assigned to the page. See "Renaming Pages" on page 2-13 and "Using Custom Page Names and Extensions" on page 2-14.
- **Custom Names.** See "Using Custom Page Names and Extensions" on page 2-14.
- **Page type.** Shows whether the page is a normal page or a stacked page. Stacked pages are created when you use a data list. For information about stacked pages, see Chapter 20, "Data Publishing."

- **Color.** Sets the color of individual page icons in Site view. You can use colors to help you manage work on the site. For instance, use colors to specify pages that need updating or for sections that you need from another designer.The page icon's color has no effect on the published site.

- **Status.** Marks pages as Done or Not done, a convenient way to manage individual pages in a large site. This setting is for your information only and has no effect on the functioning of the site. The page icon displays a check mark when you select Done.

- **Publish.** Makes it possible to publish some pages while not publishing others that might be under construction or private. The page icon displays a red bullet when you select No.

  NetObjects Fusion removes pages marked not to be published from the navigation bars of other pages in the site, disables manually created links to such pages, and does not produce HTML for these pages during publishing. However, you can preview a page that is designated not to be published as an individual page.

  Do not use the Publish: No setting to exclude pages in an attempt to publish changed pages only to an already-published site. Doing so causes broken links and other undesirable results.

- **Comments.** Enter notes to yourself or your co-workers about the status or content of individual pages.

Section Properties

- **MasterBorder**. Sets a MasterBorder for a section of pages. Setting a MasterBorder for a section is described in "Applying a MasterBorder to a Section" on page 6-8.
- **Custom Names**. You can only set a custom file extension. See "Using Custom Page Names and Extensions" on page 2-14.
- **Color**. Applies a color to the section.
- **Status**. Marks the section as Done or Not done.
- **Publish.** Sets the publication flag for the section.

Zooming In and Out

You can select the Zoom In or Zoom Out tool from the Tool palette. The Zoom In tool is a magnifying glass with a plus sign; the Zoom Out tool has a minus sign. For information on using the Tool palette, see "About the Tool Palette" on page 1-6.

You can reverse the function of the current Zoom tool by holding down the z key. For example, if the current tool is Zoom In, pressing ⌘ makes it Zoom Out. As soon as you release the ⌘ key, it becomes Zoom In again.

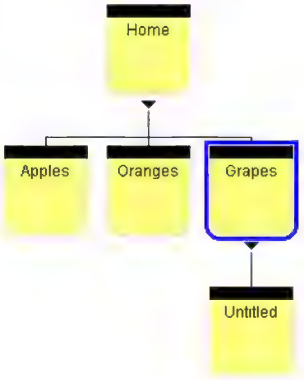
Adding, Deleting, and Moving Pages

In Site view, you can modify the structure of a site at any time by adding, deleting, and moving pages. NetObjects Fusion automatically changes the links between pages when you modify the structure.

Adding Pages

1. In Site view, select the page you want to be the parent of the new page.
2. Do any of the following:

- Click the New button on the control bar.
- From the Edit menu, choose New Page, or press ⌘+N.



In Site view, the new page appears beneath the selected page. The new page is named Untitled.

Deleting Pages

1. In Site view, select the page you want to delete and do any of the following:
   - From the Edit menu, choose Delete Page.
   - Press the Delete key.
2. Click Yes in the NetObjects Fusion warning dialog box to confirm the deletion.

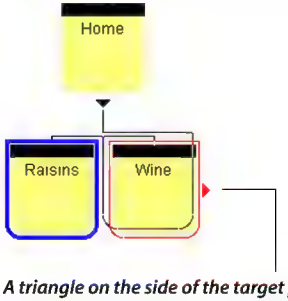
Note: Deleting a page removes all its child pages and cannot be undone. You cannot delete the Home page.

Moving Pages

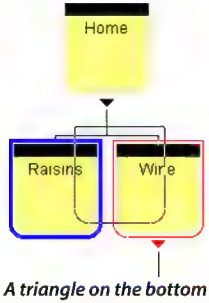
When you move pages in Site view, NetObjects Fusion automatically updates all affected links within the site.

1. In Site view, select the page you want to move. You cannot move the Home page.
2. Drag the page to the target *page*, where it becomes either a sibling or a child in its new location.

As you drag the page, a colored outline highlights the target page. The outline is red unless you change the Site view background color. A triangle to the left or right of the target page's border indicates the moved page will be a sibling; a triangle below the target page's border indicates the moved page will be a child.



A triangle on the side of the target page icon shows that the moved page will be a sibling



A triangle on the bottom of the target page icon shows that the moved page will be a child

If the moved page will be the child of a page that already has children, the moved page becomes a sibling of those children. In that case, the outline and triangle appear on the target sibling page.

Renaming Pages

You can rename a page to suggest its contents.

By default, NetObjects Fusion uses the page name on banners and navigation buttons that identify the page. When you publish your site, NetObjects Fusion uses the page name as the HTML file name for the page. It also uses the page name when it creates links to the page.

NetObjects Fusion converts spaces and non-alphanumeric characters except periods (.) and hyphens (-) in the page name to underscores (_) in the HTML file name. To change this default, see "Defining Server Profiles" on page 26-10.

If you give two pages the same name, NetObjects Fusion adds a numeral to the file name when it creates the HTML files for the second and any additional pages. For example, if you have two pages named Great, NetObjects Fusion creates **great.html** and **great1.html**.

You can change the name directly on the page icon or in the Name field on the Page tab of the Properties palette.

To rename a page on the page icon:

1. In Site view, click the page name text and type a new name.
2. Press Return or click anywhere outside the page icon to enter the name.

You can switch immediately into edit mode on a selected page by pressing Return. Once in edit mode, you can tab between sibling pages to edit their names. NetObjects Fusion remains in edit mode until you press Return. If the page has no siblings, pressing Tab moves the text edit selection to the page's parent.

To rename a page on the Properties palette:

1. Select the page you want to rename.
2. Edit the text in the Name field.

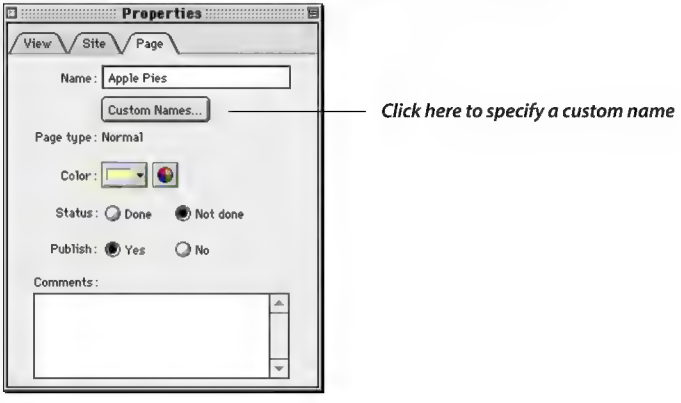
3. Press Tab or click anywhere outside the page icon.

Using Custom Page Names and Extensions

By default, the browser window title bar, banners, and navigation buttons use the page name. If you prefer, you can specify different values to be used for your title, navigation buttons, banner, and HTML file extension. If you have a long page name, you can break it into two lines so it fits on the banner and button pictures.

To specify custom page names:

1. In Site view, select the page you want to give a custom name.
2. On the Page tab of the Properties palette, click the Custom Names button, or choose Custom Names from the Edit menu.



3. Set the Custom Names options.

- **Page title**: Appears in the title bar of the browser's window when it displays this page. When your site visitors create a bookmark on this page, it is named from the page title. The title is also emphasized in search engine queries.

- **Navigation button**: Appears in navigation buttons linking to this page—useful when your page's name is too long for a button. To add a second line to the button text, press Return after the first line.

- **Banner**: Appears in the page's banner—makes possible a banner with a longer name than practical for a file name or button. To add a second line to the banner text, press Return after the first line.

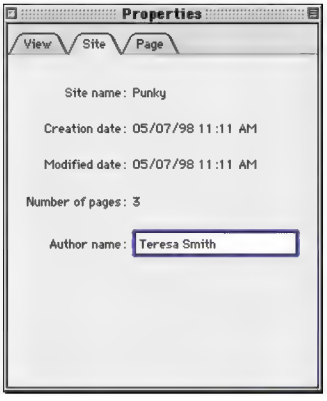
- **Page extension**: Specifies a custom extension for your page file. Page files usually have an **.htm** or **.html** extension. In special cases, a page requires a different extension to function with some server software. For example, pages for secure locations use the extension **.shtml**. For information on changing the default extension for pages, see "Defining Server Profiles" on page 26-10.

  When a section is selected, you can only set a custom file extension, which applies to the whole section.

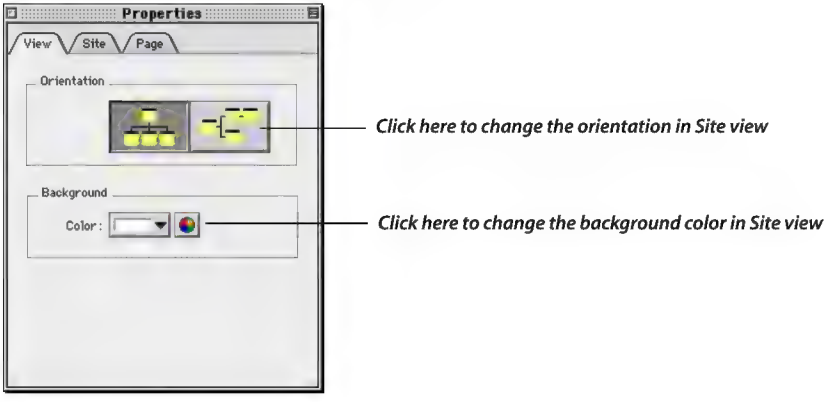
4. When you finish, click OK.

Setting Site View Properties

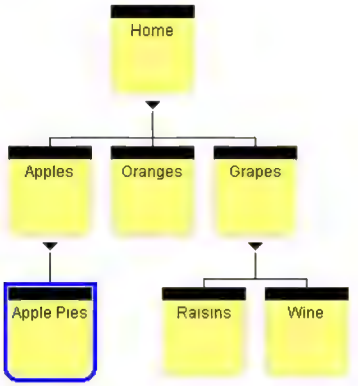
The Site tab of the Properties palette displays site information: the site name, date created, date last modified, the number of pages in the site, and the site's author. When you enter an author name, NetObjects Fusion includes it in a META tag that appears in each page's HTML file header when the site is published.



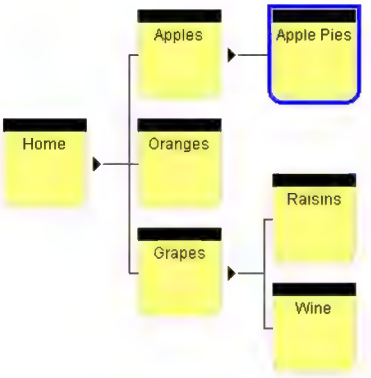
On the View tab of the Properties palette, you can change the Site view orientation and background color. The orientation and background color are strictly for working in Site view. They have no effect on the published site.



To change background color, click either the Color button or Colorwheel icon and select a new color. To change orientation, click the button for the orientation you want.



Vertical orientation

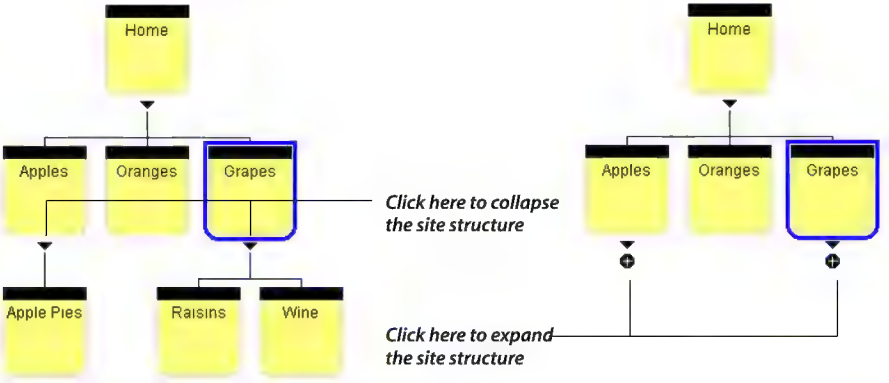


Horizontal orientation

Collapsing the Site Structure Display

By *collapsing* the display of the site structure, you hide the child pages of a selected page, displaying only the page icons you want to see. A page with hidden child pages displays a plus symbol beneath its icon.

To collapse the display of child pages, click the triangle beneath the parent's page icon. To expand the display to see child pages again, click the plus sign.



You can also collapse the display by selecting a parent page and pressing Tab. To expand the display, press Tab again.

The Structure and Outline views display the same expanded and collapsed pages. If you change the child pages hidden and shown in one view, the other view reflects your changes. See "Sorting the Display in Outline View" on page 2-19 for a description of Outline view.

Printing Site or Section Structures

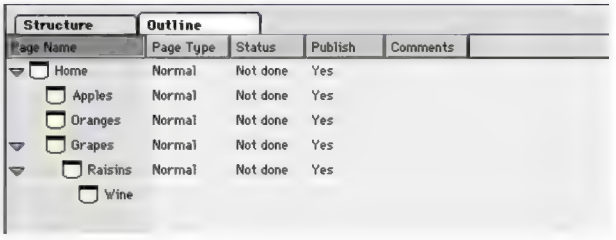
In Site view, the Print command on the File menu prints the Site Structure view of your site or of a section. You cannot print the Site Outline view. The printed structure shows the same magnification, colors, orientation, and expanded or collapsed child pages that you see on the screen. Its footer includes the author name, number of site or section pages, and the date the site was last modified.

- To print the entire site, select the Home page, or click All in the Print dialog box.
- To print a specific page and its children, do any of the following:
  - Select the top-level page.
  - Select a section.
- If you have a large site that might not fit on a single page, you can scale the printed site to the page. From the File menu, choose Page Setup and scale accordingly.

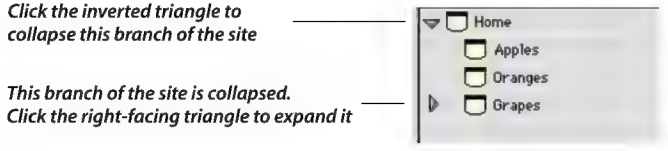
Working in Site Outline View

Site Outline view displays the site structure in outline format, including a table of the properties—child name, page type, status, publishing status, and comments—of the child pages of the currently selected page. If the selected page has no children, the table describes the selected page itself. To see the site as an outline:

- Click the Outline tab.



Like Site Structure view, Site Outline view shows if a branch of the site is collapsed. A collapsed branch is indicated by a right-facing triangle to the left of the page icon; an expanded branch is indicated by an inverted triangle.


Click the inverted triangle to collapse this branch of the site
This branch of the site is collapsed. Click the right-facing triangle to expand it
Home
Apples
Oranges
Grapes

- To expand a branch, click the right-facing triangle to the left of a page.
- To collapse a branch, click the inverted triangle to the left of a page.

You can select sections in Site Outline view. See "Working with Sections" on page 2-8.

Sorting the Display in Outline View

In Outline view you can sort the child pages by their properties so you can quickly identify pages with common characteristics.

- Click the heading of the column you want to use to sort the list. NetObjects Fusion sorts the list in ascending (A-Z) order.

For information about managing your site, see Chapter 25, "Managing Assets."

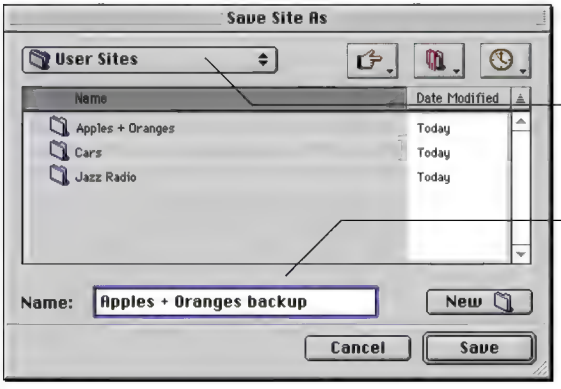
Backing Up Your Site

You can back up your site manually or automatically.

To make a manual backup:

1. From the File menu, choose Save Site As.

   The Save Site As dialog box appears.



2. Type a descriptive file name for your backup file and select a location.
3. Click Save.

You can also manually save your site by either pressing ⌘+S or choosing Save Site from the File menu. The number of backups saved depends on what you specified in the Backup tab of the Preferences dialog box.

NetObjects Fusion creates a copy of your **.nod** file in the location you specified and automatically opens that file.

Note: The backup you make with the Save Site As command does not collect all assets and make all links relative. Your backup will still refer to assets and components in the original site file folder. To make a backup with assets and relative links, export your site file as a template, as described in Chapter 3, "Importing and Exporting."

For information on automatic site file backups, see "Setting Preferences" on page 1-12.

Importing and Exporting

NetObjects Fusion offers several ways for you to create or expand the structure and content of your site. You can create new sites from templates such as the AutoSites™ provided with NetObjects Fusion. You can expand an existing site quickly by importing page or section templates. You can import existing HTML sites and pages and convert them to NetObjects Fusion format. You can also expand your site by referencing external HTML resources; see Chapter 19, "Referencing and Editing External HTML," for information.

You can export your completed NetObjects Fusion site as a site template, so you can share your work with other NetObjects Fusion authors or move your site to another computer.

This chapter describes NetObjects Fusion's import and export capabilities, including:

- **Creating new sites from AutoSite™ templates or existing sites**
- **Expanding your site by importing sites, sections, pages, or other content**
- **Exporting all or part of your site for use by others**

Using Templates and Sample Sites

A NetObjects Fusion template is a predefined set of pages and assets that you can modify to meet your needs. A template folder contains:

- The source site's collected assets, stored in a ***TemplateName*** folder in the **Assets** folder. A site's assets are its pages, pictures, media, and other content sources—any files other than the ***Sitename*.nod** file that make up the site.
- The SiteStyles used by the source site, stored in a ***TemplateName*** folder in the **Styles** folder. SiteStyles are discussed in "Using SiteStyles" on page 12-1.
- A template file, ***TemplateName*.nft,** that includes the source site's structure, page layouts, and references to the site's assets.

Templates can contain a single page, a site section, or an entire site. NetObjects Fusion comes with a variety of site and page templates; see "Templates Included with NetObjects Fusion" on page 3-2 for information.

You can open a template to create a new site. NetObjects Fusion includes several templates that provide the basic structure for common types of sites. See "Creating New Sites" on page 3-4 for information.

You can import any NetObjects Fusion or custom templates into your current site to expand its structure or content. To ensure consistency with the current site, all imported pages, sections, and sites take on the SiteStyle of the current site. See "Expanding Your Site" on page 3-12 for information.

You can also export your current site into template format, so you can move or distribute it. See "Exporting a Site" on page 3-17 for information.

When you add a new blank page to your site, the appearance and content of that page is set by the default Blank Site template. To change the default appearance of new blank pages, you can modify the Blank Site template. See "Changing an Existing Template" on page 3-18 for details.

Templates Included with NetObjects Fusion

NetObjects Fusion includes three types of templates that you can use as a starting point for your site, or import as a section or page that you add to your current site:

- AutoSite™ templates provide a complete site with predesigned pages, a suggested site structure, and placeholder content. AutoSite™ templates are stored in the **NetObjects Fusion 3.0:Templates:AutoSites** folder. There are five AutoSite™ templates included with NetObjects Fusion:
  - An Internet-style company site
  - A departmental intranet site
  - A business presentation site
  - An import site
  - A Blank Site template that is used whenever you add a new page to your current NetObjects Fusion site
- Page templates are professionally designed pages containing generic content that you can replace with your own information. Page templates are stored in the **NetObjectsFusion:Templates:Pages** folder. NetObjects Fusion includes:
  - Special-use pages, such as a table of contents, a calendar, an FAQ page, an office directory, and a "what's new" page
  - Sample navigation pages, which provide examples of top and left frame navigation, a text-based page, and an empty page
  - Data-derived pages, such as an employee directory, a people section, and a press release catalog
- Form templates, which are predesigned form pages containing generic or placeholder content for typical forms:
  - A billing form
  - A guestbook
  - An order form
  - A product support form

You can also modify or replace these templates with your own. See "Creating a Template" on page 3-18 or "Changing an Existing Template" on page 3-18 for details.

Sample Sites Included with NetObjects Fusion

In addition to AutoSite™ and page templates, NetObjects Fusion comes with two sample sites: a small business site and a demonstration site. These are templates with real content rather than placeholder content; they're designed to showcase many NetObjects Fusion features. You can use them as examples of how to implement various effects and results. See "Creating a Site from a Template" on page 3-5 for information.

Sample site templates are stored in the **NetObjects Fusion 3.0:Samples:Sites** folder.

Creating New Sites

When you want to create a new NetObjects Fusion site, you have three choices:

- You can start with a blank site and add all pages and content yourself. Starting from a blank site is described in "Creating and Opening Sites" on page 2-3.
- You can start from an AutoSite™, a NetObjects Fusion page template, or a custom template, and add or delete content as needed. Starting from a template is described in "Creating a Site from a Template" on page 3-5.
- You can start from an existing site created without NetObjects Fusion, import it into NetObjects Fusion, and add, delete, or re-arrange content as needed. Starting from an HTML-based site is described in "Importing an Existing Site" on page 3-7.

Creating a Site from a Template

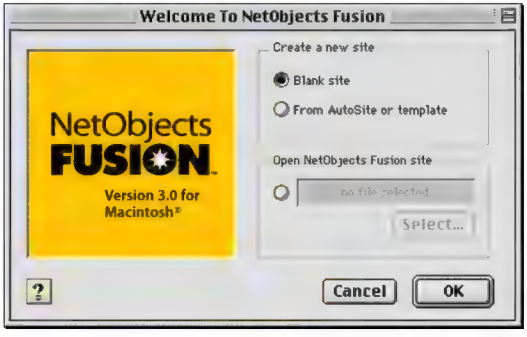
AutoSite™ templates provided by NetObjects Fusion provide a complete site structure with predesigned pages and suggested content. You can also use templates that you or your colleagues create, or templates created in previous versions of NetObjects Fusion.

To create a new site based on an AutoSite™ or other template:

1. If your preferences are set to display the Welcome dialog box when the program opens:

   a. Open NetObjects Fusion.

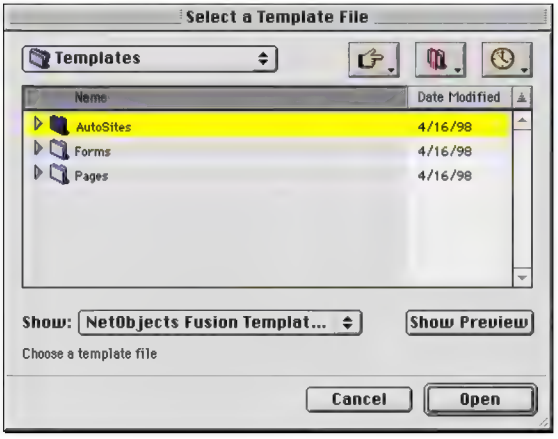
      The Welcome To NetObjects Fusion dialog box appears.



   b. Select From AutoSite or template in the Create a new site section of the dialog box, and click OK.

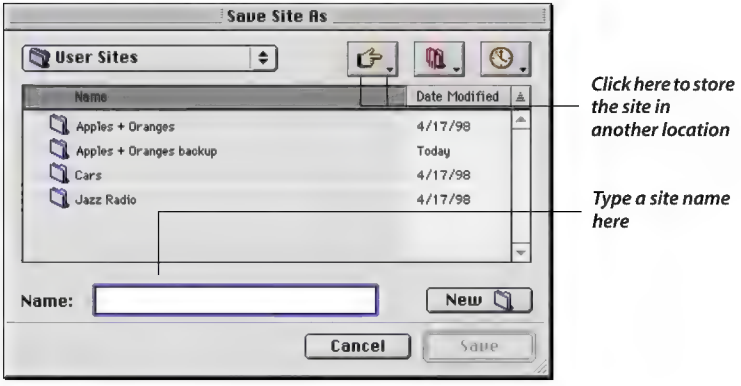
   If NetObjects Fusion is already running, select New Site, From Template from the File menu of any view.

The Select a Template File dialog box appears with the **Templates** folder shown by default.



2. Navigate to the folder containing the template you want. Select the appropriate ***TemplateName*.nft** file and click Open.

   The Save Site As dialog box appears.



3. Enter a site name in the Name field.

   The site name is the file name for the NetObjects Fusion site (**.nod**) file and the name of the parent folder for the site's assets and content folders.

4. Select the location where you want your site saved. By default NetObjects Fusion saves your site in the **User Sites** folder of the **NetObjects Fusion 3.0** folder, but you can store it in the location of your choice.

5. Click Save.

   NetObjects Fusion creates the ***Sitename*** folder, which contains a ***Sitename*.nod** file and an **Assets** subfolder.

NetObjects Fusion opens in Site view and displays the page icons of the site you created. You can now modify the site structure as described in "Adding, Deleting, and Moving Pages" on page 2-11.

The first time you work with an AutoSite™ or page template, explore the individual pages in Page view before you delete or rearrange them. These pages include helpful content that can save you significant development time.

Importing an Existing Site

You can create a new site by importing and converting an existing site that was created using a different version of NetObjects Fusion, or a different site or page development tool. When you import and convert an existing site, NetObjects Fusion:

- Analyzes and duplicates the structure of the source site
- Analyzes and duplicates the content of each page
- Arranges source content into objects in a layout design as close as possible to the original
- Duplicates navigation and content links
- Assigns the default Basic SiteStyle and the default MasterBorder

You can use this import and conversion function to bring previously created sites into NetObjects Fusion format. Then you can use NetObjects Fusion for updates, revisions, and maintenance.

When you create a new site by importing and converting an existing site, follow these guidelines:

- When you begin to import and convert a source site, you can select one MasterBorder from the currently displayed site to apply to the new site. If you have an existing site with a MasterBorder similar to what you want the newly created site to have, open that site first, then create the new site. NetObjects Fusion applies the selected MasterBorder to the new site as it is created.
- Be aware that importing a complex site might take more processing time than you expect. If the source site was created in NetObjects Fusion, it is more efficient to import it as a template than to import the published HTML pages.
- You can import an existing site from a local or networked drive, or from a remote location such as an intranet server or the World Wide Web.
  - To import from a local drive, you must know the drive and folder where the site's Home page, usually named **index.htm** or **index.html,** is stored.
  - To import from a remote location, you must know the URL of the main site file, such as **www.domain.com/index.html**.
  - You can limit the number of pages and the number of levels that NetObjects Fusion captures from either a local or remote site. Levels are based on the hierarchy of pages in the source site, defined by the site's navigation; the first level is always the site's Home page. The second level of the source site consists of pages that are linked from the Home page. Third-level pages are those linked from second-level pages, and so on.
  - You must be connected to the Internet when you're ready to activate the remote capture.
  - You cannot import file and folder names that contain a slash (/) character.
  - You cannot import from web sites that require http 1.1. Only http 1.0 is supported.
- When NetObjects Fusion imports a site, it starts with the page you specify and stops importing when it hits the page number limit, the site level limit, or the end of the site. If you don't define import limits, NetObjects Fusion imports to the end of the site—no matter how long that takes or how much it requires in system resources.
- In determining the number of levels, NetObjects Fusion counts the designated top-level page as level 1, then works down the site's structure, stopping when it

reaches the limit you set. NetObjects Fusion imports as many pages as possible at a higher level before going to a lower level.

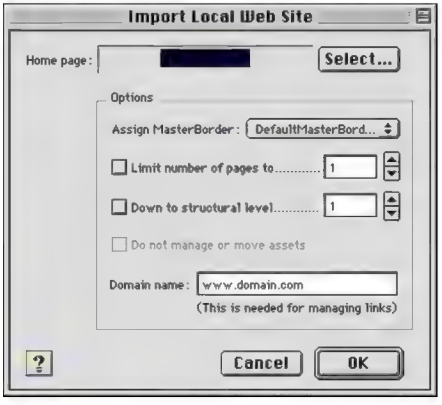
- HTML coding practices vary, so the contents of the source site pages are unpredictable. Not all HTML coding syntax translates identically into NetObjects Fusion format, particularly incomplete or nonstandard tags. Some pages will convert more accurately than others. Spaces in **.html** file names might cause problems importing a site.
- NetObjects Fusion imports assets such as Java applets, Shockwave, and other media. It does not import server-side imagemaps or manage server-side resources. If the imported site originally used server resources such as a CGI script or Server-Side Includes, you must manually recreate these on your server.
- NetObjects Fusion imports and converts HTML tables. If the source table has a visible border, no row or column spans, and a maximum size of 20 x 20 cells, then NetObjects Fusion imports it as a table. This works for regular and nested tables that meet the criteria. Otherwise, NetObjects Fusion converts the table into a series of text boxes and positions them on the page to represent the table structure. NetObjects Fusion tables do not support vertical alignment attributes.
- NetObjects Fusion's import feature supports the HTML 3.2 specification. Cascading Style Sheet (CSS) coding is removed from pages during import. Content with no other alignment formatting is placed flush left on its respective page.
- When you import a site that was built using HTML frames, NetObjects Fusion imports the frameset's content pages as regular pages, and references the original frameset page as an external HTML page.
- Be prepared to perform some cleanup on an imported and converted site. Adjust font size and style if needed, and add NetObjects Fusion navigation bars and banners as appropriate to your design. If a page does not import the way you expect, check the original source file for incorrect HTML code or data.

Creating a New Site from an Existing Site

1. To use an existing site's MasterBorder when building the new site, open the existing site first.
2. From the File menu, choose New Site, From Local Import or From Remote Import.

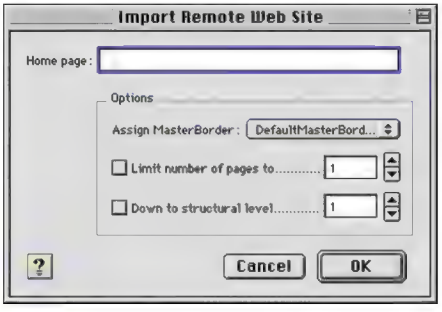
- Select From Local Import to import a site located on your hard disk or network drive.

  The Import Local Web Site dialog box appears.



- Select From Remote Import to import a site stored in a remote location such as an intranet server or the World Wide Web.

  The Import Remote Web Site dialog box appears.



3. Enter the exact file location and path to the top-level page you want to import:

   - To specify a local site, enter the full drive and path to the local site's top-level source page in the Home page field, or click Select.

A File Open dialog box appears. Navigate to and select the appropriate top-level page and click OK.

- To specify a remote site, enter the full URL to the site's top-level source page in the Home Page URL field. To ensure accuracy, navigate to the site or page using your browser, then cut and paste the URL from the browser.

The starting page of your site import does not have to be the source site's Home page, usually named **index.htm** or **index.html**; it can be any page of any accessible Web or intranet site.

4. From the Assign MasterBorder pop-up menu, select the MasterBorder you want to apply to the imported site or section.

   NetObjects Fusion displays the list of MasterBorders available in the current site; if there is no site currently open, the MasterBorder Import is applied by default.

5. Set the limits for the number of pages and number of levels you want to apply to the import process.

6. If you are importing and converting a local site, enter the domain name for the site's Home page in the Domain name field. If the local site was ever published on the Web, use the domain name that was used to access it; if not, leave the placeholder **www.domain.com** in the field.

   When it imports a local site, NetObjects Fusion needs to know the "home base" domain of that site, so it can tell whether to convert the links it finds into external or internal links. It does that by comparing the targeted domain, if there is one, to the domain name you entered.

7. If you are importing and converting a remote site, make sure your system is connected to the Internet or intranet so NetObjects Fusion can link to and import the site.

8. Click OK.

   NetObjects Fusion imports the site and converts its content, structure, and links into NetObjects Fusion format. It stores the site's assets in the ***Sitename*:Import** folder, and assigns the MasterBorder you selected earlier to each page in the new site.

9. Navigate to each page and make necessary adjustments.

Expanding Your Site

One of the most efficient ways to expand your site and add new content is to import structures and content from other sources:

- You can import NetObjects Fusion templates at selected locations in your site. See "Importing Templates" on page 3-12 for information.
- You can import and convert existing sites or parts of sites using Site view and attach them to selected locations in your site. You can also import existing pages using Page view. See "Importing Existing Sites" on page 3-15.

Importing Templates

One way to expand your site is to import NetObjects Fusion templates into a specific location in your site. Templates can be either pages or whole sites; you can use either to assemble the basic structure of your site very quickly.

Importing templates is especially helpful if you have standard boilerplate sections or pages that you want to add to multiple sites, or share among multiple authors. You can save those sections or pages as templates, and then incorporate them anywhere in your site with a few mouse clicks.

When you import templates, follow these guidelines:

- Before you import, select the location where you want to append the imported section. The imported site, page, or section becomes a child of the selected page. You can move pages as needed once they are imported.
- When you import a site or multi-page template, you are in effect adding a section to your site. See "Working with Sections" on page 2-8 for information.
- All imported pages take on the SiteStyle of the current site. For example, if several authors separately develop parts of a site, export their work as templates, and import the templates into a single master site for publishing, the master site's SiteStyle ensures that the compiled site has a consistent look and feel. See Chapter 12, "Using SiteStyles," for more information.

- When NetObjects Fusion imports a template, it renames the template's MasterBorders by prefixing them with Imported, and adds them to the current site's library of MasterBorders. For example, if the template has a MasterBorder named NoFrames, it is renamed and stored with the current site as ImportedNoFrames.

  You can rename, manipulate, or delete these extra MasterBorders as appropriate. See "Modifying and Creating MasterBorders" on page 6-3 for information.

- Every template begins with a single root page, which is helpful if you are adding the template to your site as a page or section. However, if you want the root page of your template to be the Home page of your site, you must create a new site based on the template, rather than importing it. See "Creating New Sites" on page 3-4 for information.

- Although this information refers to the templates provided with NetObjects Fusion, the procedure is the same for importing custom templates.

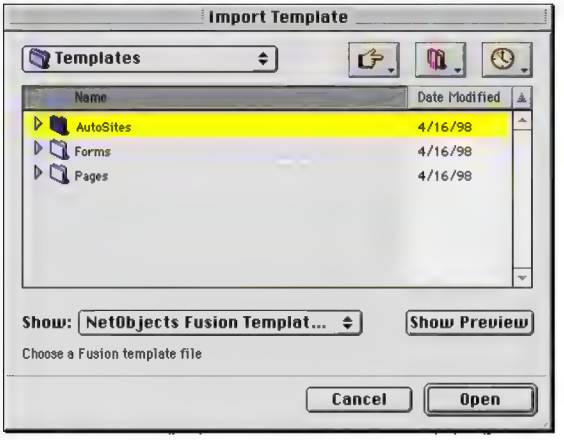
- You can also reference external HTML pages as a part of your NetObjects Fusion site. NetObjects Fusion attaches referenced pages to the site, but does not import or convert their contents to NetObjects Fusion format. See Chapter 19, "Referencing and Editing External HTML," for information.

- If you add custom actions to a site, save the site as a template, and then import the template into a new site, the custom actions will not display in the custom actions menu in the new site.

To import a site or page template:

1. In Site view, click the page under which you want to import the template. This page becomes the parent of the imported page or pages.
2. Select Import Template from the File menu.

The Import Template dialog box appears.



3. Select the template you want to import:

   - To import an AutoSite™ template, open the **AutoSites** folder and find the folder containing the template you want to use. Open the selected template folder and select the ***TemplateName*.nft** file within it.
   - To import a form template, open the Forms folder and find the folder containing the template you want to use. Open the selected template folder and select the ***TemplateName*.nft** file within it.
   - To import a page template, open the **Pages** folder and find the folder containing the template you want to use. Open the selected template folder and select the ***TemplateName*.nft** file within it.
   - To import a template located elsewhere on your system or network, use the Import Template dialog box to find the folder containing the template you want to use. Open the folder and select the ***TemplateName*.nft** file within it.

4. After you select the template, click Open.

   NetObjects Fusion imports the template and appends it under the page you selected. The page data and all assets are stored in your current site folder. The original template is still available in the **Templates** folder of the **NetObjects Fusion 3.0** folder.

Importing Existing Sites

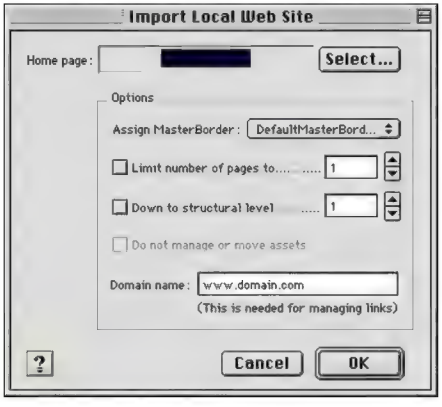
You can expand your current site by importing and converting an existing site that was built without NetObjects Fusion. The process is similar to creating a new site from an existing site, but you are appending the existing site to your current site structure, rather than building a new site from scratch with it.

Be aware that importing a complex site might take more processing time than you expect. If you created the site in NetObjects Fusion, it is far more efficient to import it as a template than to import the published HTML pages.

To expand your site by importing an existing site:

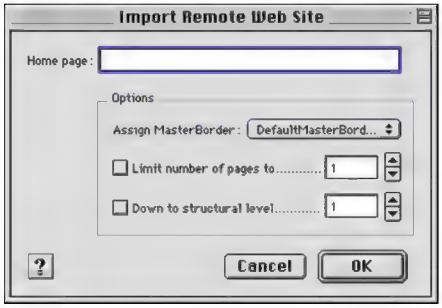
1. In Site view, select the page you want to serve as the parent of the imported and converted content.
2. From the File menu, choose Import Web Site, From Local Import or From Remote Import.
   - Select From Local Import if you want to import a site located on your hard disk or network drive.

     The Import Local Web Site dialog box appears.



   - Select From Remote Import to import a site stored in a remote location such as an intranet server or the World Wide Web.

The Import Remote Web Site dialog box appears.



3. Enter the exact file location and path to the top-level page you want to import:

   - To specify a local site, enter the full drive and path to the local site's top-level source page in the Home page field, or click Select.

     A File Open dialog box appears. Navigate to and select the appropriate top-level page and click OK.

   - To specify a remote site, enter the full URL to the site's top-level source page in the Home Page URL field. To ensure accuracy, navigate to the site or page using your browser, then cut and paste the URL from the browser.

   The starting page of your site import does not have to be the source site's Home page, usually named **index.htm** or **index.html**; it can be any page of any accessible Web or intranet site.

4. From the Assign MasterBorder pop-up menu, select the MasterBorder you want to apply to the imported site or section.

   NetObjects Fusion displays the list of MasterBorders available in the current site; if there is no site currently open, the MasterBorder Import is applied by default.

5. Set the limits for the number of pages and number of levels you want to apply to the import process.

6. If you are importing and converting a local site, enter the domain name for the site's Home page in the Domain name field. If the local site was ever published on the Web, use the domain name that was used to access it; if not, leave the placeholder **www.domain.com** in the field.

   When it imports a local site, NetObjects Fusion needs to know the "home base" domain of that site, so it can tell whether to convert the links it finds into external or internal links. It does that by comparing the targeted domain, if there is one, to the domain name you entered.

7. If you are importing and converting a remote site, make sure your system is connected to the Internet or intranet so NetObjects Fusion can link to and import the site.

8. Click OK.

   NetObjects Fusion imports the site, converts its content, structure, and links, stores its assets in the ***Sitename*:Assets** folder, and assigns the MasterBorder you selected earlier to each page in the new site.

9. Navigate to each page and make necessary adjustments.

Exporting a Site

You can export any site as a template to use its style or content in another site. When you export a site as a template, NetObjects Fusion copies all assets into the **Assets** folder of the template and converts absolute paths to relative paths. NetObjects Fusion includes in the exported template the SiteStyle files and resources for any SiteStyle in use by the source site. Therefore, exporting a site as a template (**.nft**) is the only way to share sites with other NetObjects Fusion authors or to incorporate it into another site.

You cannot move or replicate your site by copying and distributing the ***Sitename*.nod** file and its **Assets** folder because:

- Your site's assets are not necessarily stored in the **User Sites:*Sitename*:Assets** folder; they could be elsewhere on your disk, somewhere on the network, or out on the Web. The ***Sitename*.nod** file contains absolute paths to all asset locations, so it doesn't need to move or copy your assets until you publish your site.

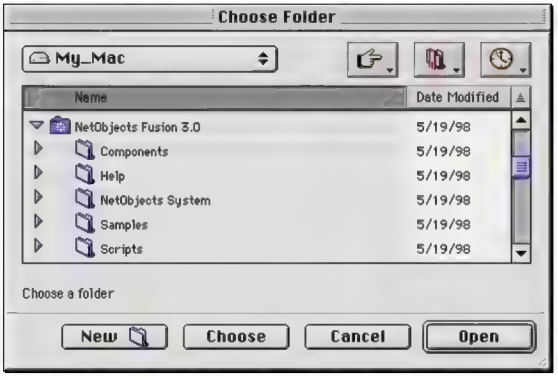
- The new computer to which you move the ***Sitename*.nod** file might not have the same assets in the same locations. If it doesn't, the site will be missing assets.
- A customized SiteStyle used for the site might not be available in the site's new location.

Export is only available from Site view.

Creating a Template

1. In Site view, from the File menu, choose Export Template.

   The Choose Folder dialog box appears.



2. Navigate to and select the folder where you want to store the template and click Open.

   Note: To export the template to a new folder, click the New button on the Choose Folder dialog box.

   NetObjects Fusion creates the template and stores it in a subfolder of the folder you selected. The current site remains open.

Changing an Existing Template

You can change or customize any NetObjects Fusion template. For example:

- If you have a standard company template for department pages, you can customize your copy so it contains your department name, location, and personnel information.
- If your company develops sites for customers and other organizations, you can customize the templates you use most frequently with your company name, contact information, and default links.
- If you routinely create new pages or new sites, but need them to have a consistent look and feel, you can customize NetObjects Fusion's Blank Site template to contain the standard objects you want.

To preserve the original template, copy the entire template folder, including the **Templates:*TemplateName*:Assets** folder, before you edit or modify a default template. If you need to undo changes to a default NetObjects Fusion template, you can re-install it.

If your modified template includes a custom SiteStyle, see "Customizing a Template with a SiteStyle" on page 3-20.

Customizing a Template

1. In Site view, from the File menu, choose Open Site to display the File Open dialog box.
2. Select NetObjects Fusion Template Files (*.**nft**) from the Show: pop-up menu.
3. Navigate to and select the template, then click Open.
4. Identify new assets you want to add to the template and copy them to the template's **Asset** folder.
5. Modify the template page(s) as needed.
6. To record the changes as part of the original template, chose File, Save Site.

   To rename or move the template to a different folder, choose File, Save Site As. Navigate to and select a new parent folder, or enter a new name for the site.
7. Click Save.

You can now import the customized template as needed.

Customizing a Template with a SiteStyle

1. In Site view, from the File menu, choose New Site, From Template.

   The New Site from Template dialog box appears.

2. Navigate to and select the template you want to customize and click Open.

   The Save Site As dialog box appears.

3. Enter a new name for the site.

   NetObjects Fusion creates a new site based on the selected template, and gives it your new name.

4. Make changes to the site's content, structure, or properties.

5. Switch to Style view. From the Style menu, choose Add Style To List.

   The File Open dialog box appears with a Show: setting of Style Sheet Files (*.**ssf**).

6. Navigate to and select the ***Stylename*.ssf** file of the SiteStyle you want to apply to the template, and click Open.

   NetObjects Fusion adds the SiteStyle to the list and displays an alert box asking if you want to apply the new SiteStyle to the site.

7. Click Yes.

8. Switch to Site view and from the File menu, choose Export Template to display the Choose Folder dialog box.

9. To replace the original template:

   a. To export the template to a new folder, create the folder first.

   b. In Site view, from the File menu, choose Export Template to display the Choose Folder dialog box.

   c. Navigate to and select the folder under which you want to store the template and click Open.

   NetObjects Fusion creates the template and stores it in a subfolder of the folder you selected. The current site remains open.

10. To create a new template, export the site to a new location.

You can now import the customized template as needed.

Sharing NetObjects Fusion Site Files

Templates are the only effective way to share NetObjects Fusion site files among multiple authors or across operating platforms. You cannot simply copy a ***Sitename*.nod** file created by NetObjects Fusion to another computer and open it, because the ***Sitename*.nod** file refers to files and styles that are not contained in the ***Sitename*.nod** file itself.

Note: If most of your sites involve the efforts of three or more developers using NetObjects Fusion, you should consider NetObjects TeamFusion, which uses client-server technology to manage, integrate, and safeguard the contributions of each team member. See **www.netobjects.com** for more information.

To distribute or move a NetObjects Fusion site:

1. Export the site as a template according to the information in "Creating a Template" on page 3-18.
2. Copy the new template folder to the target computer via network, diskette, or other storage media. Make sure the folder and file names are not truncated or changed in the process.
3. Start NetObjects Fusion on the destination computer.
4. From the File menu, choose New Site, From Template.

   The New Site dialog box appears.
5. Navigate to and open the template's folder and select the ***TemplateName*.nft** file.
6. Enter a name for the new site in the Name field and click Save.

   The site that was created in NetObjects Fusion on the source computer is now the active site, with its own ***Sitename*.nod** file, on the destination computer.

Page View Basics

NetObjects Fusion supports three ways to lay out your page: position-based, text-based, and HTML-based. Once you select a layout method, you either place objects within a layout container or import an HTML page to construct your page.

Tools, properties palettes, and layout aides, such as rulers, guides, and grids, help you arrange and align objects on the page.

This chapter describes how to use Page view features, including:

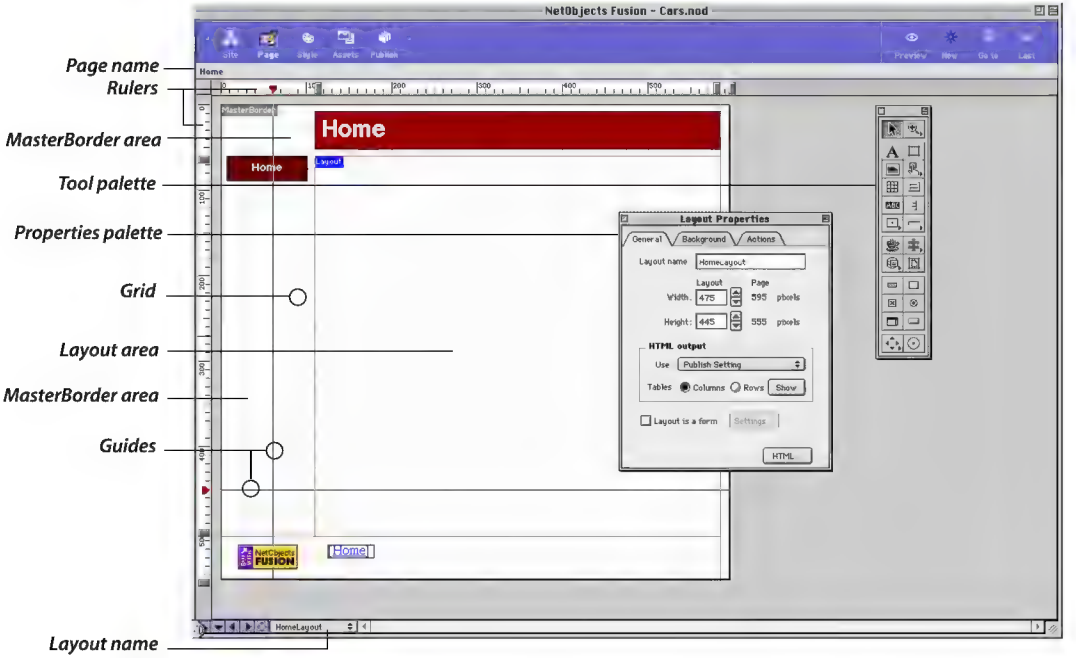
- **Displaying pages**
- **Working in the MasterBorder and Layout areas**
- **Moving between pages**
- **Placing objects**
- **Using tools**
- **Aligning and distributing objects**
- **Overlapping objects**
- **Rearranging layered objects**
- **Renaming objects**

Displaying a Page in Page View

From Site view, there are several ways to display a page in Page view:

- Double-click the page icon.
- Click the page icon, then click the Page view button on the control bar.
- Click the page icon, then from the Go menu, choose Page.
- Click the page icon, then press ⌘+2.

The page you selected appears in Page view.



Pages consist of a Layout area and a MasterBorder area. The Layout area is the body of the page. It contains objects that are unique to a page. MasterBorders are optional margin sets. They contain objects, such as navigation bars, that appear on multiple pages.

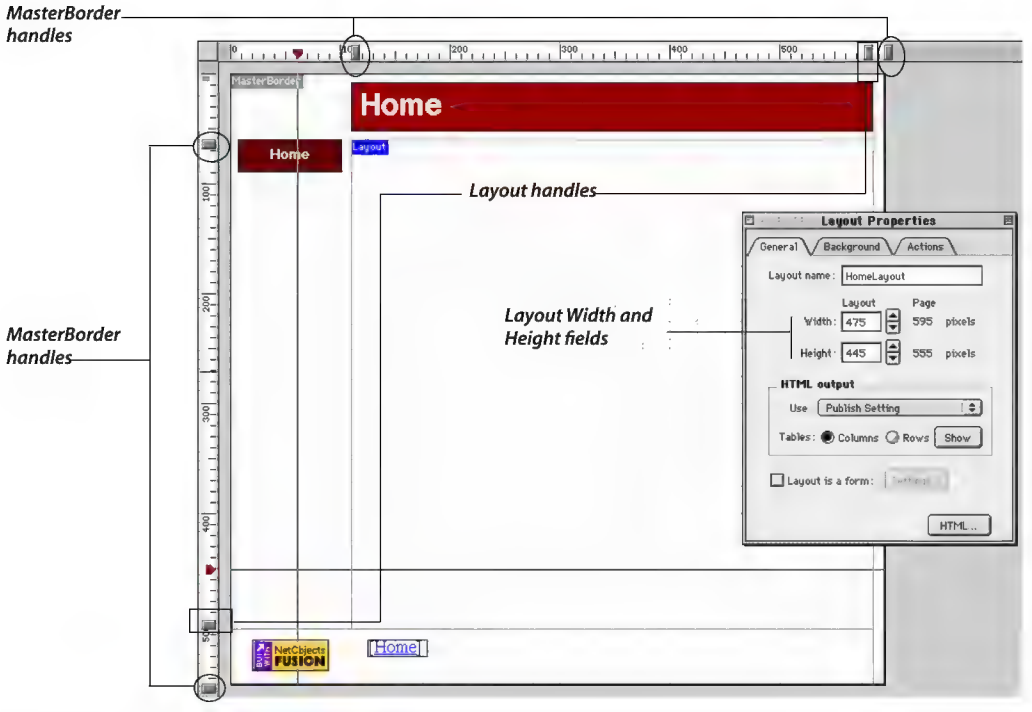
In Page view you can use the Undo command on the Edit menu repeatedly to step back through a series of changes.

You can define multiple Layouts and MasterBorders, then assign one of each to a page. "Modifying and Creating MasterBorders" on page 6-3 describes how to create MasterBorders; "Creating and Selecting Layouts" on page 7-2 describes how to create Layouts.

The size of a NetObjects Fusion page is defined by the combined size of the MasterBorder and Layout. The Blank Site template sets the default page size at 600 x 555 pixels, which is appropriate for the majority of site visitors. You can redefine the default page size setting in Preferences as described on page 1-15, or by adjusting the size of the MasterBorder area, the Layout area, or both. See "Adjusting the Size of the Layout and MasterBorder Areas" for more information.

Adjusting the Size of the Layout and MasterBorder Areas

You can adjust the size of the MasterBorder and Layout areas. Resizing these areas also changes your page size.



To resize the Layout and MasterBorder areas, do one of the following:

- Click in the Layout area, then change the Layout width, height, or both in the Layout Width and Height fields on the General tab of the Layout Properties palette.
- With the rulers showing, click one of the Layout handles and drag it to change the Layout height and width.
- With the rulers showing, click the rightmost MasterBorder handle to increase the size of the right MasterBorder. Click the bottom MasterBorder handle to increase the size of the bottom MasterBorder.

Forcing Objects to Snap to Grids, Guides, and Each Other

When you select a Snap to command, NetObjects Fusion creates a "magnetic" attraction between the selected object and the grids, guides, or other objects. Forcing objects to snap to grids, guides, and each other helps create more efficient HTML code.

- To force objects to snap to grids, select Snap to Grids from the View menu.
- To force objects to snap to guides, select Snap to Guides from the View menu.
- To force objects to snap to each other, select Snap to Object Outlines from the View menu.

Adding, Moving, and Deleting Guides

You can add as many guides as you want to either the MasterBorder area or the Layout area, move the guides, and delete them.

- Click in the area for which you want to add, move, delete, or hide a guide, then do one of the following:
  - To add a vertical guide, click in the top ruler.
  - To add a horizontal guide, click in the side ruler.
  - To move a guide, click its arrow on the ruler and drag it.
  - To delete a guide, click its arrow and drag it off the ruler.

Showing and Hiding Rulers, Guides, and Grids

Grids, rulers, and moveable guides help you place and align objects in the MasterBorder and Layout areas. Guides associated with a MasterBorder appear on all pages that use that MasterBorder.

You can set the size of the grid in the Preferences dialog box as described in "Setting Preferences" on page 1-12. To show and hide rulers, guides, and grids in Page view, do one of the following:

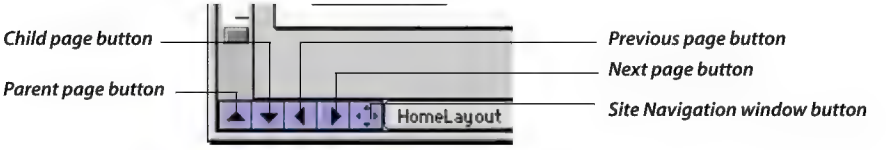
- Select Rulers & Guides from the View menu to show and hide rulers and guides.
- Select Grid from the View menu to show and hide grids.

Note: To hide an individual guide, select the guide while holding down the Option key.

Moving Between Pages in Page View

You can easily move between pages in Page view using the Page Navigation buttons, the Site Navigation window, or the Go To command on the Go menu. For information about the Go To command, see "Using the Go Menu" on page 1-7.

The Page Navigation buttons and button for displaying the Site Navigation window are at the bottom of the NetObjects Fusion window.



Using Page Navigation Buttons

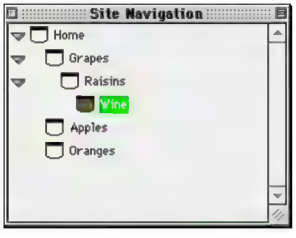
To move between pages using the page navigation buttons, do one of the following:

- On a child page, click the Parent page button to display its parent page.
- On a parent page, click the Child page button to display its child page.
- Click the Previous page button to move to the preceding sibling page.
- Click the Next page button to move to the next sibling page.

Using the Site Navigation Window

1. In Page view, click the Site Navigation window button.

   The Site Navigation window appears.



2. Double-click the page you want to open, or select the page and press Return to open it.

Importing HTML Pages

In Page view, you can import an HTML page authored elsewhere and convert it to NetObjects Fusion format, so you can visually edit its contents as you would any other page. You can import HTML documents with **.htm** or **.html** extensions.

If you prefer not to convert the HTML page to NetObjects Fusion format, place it as an object as described in "Referencing HTML from Page View" on page 19-4.

Note: Because of variations in HTML code, not all pages import exactly as you see them, especially if their content is not in defined tables. Unpredictable results can occur if the page contains incorrect HTML. Non-HTML, such as JavaScripts and CGI scripts, do not import.

---

1. In Page view, display the page on which you want to import the HTML page.

   It is easiest to import an HTML file onto a Layout that contains no content, because objects from the HTML file overlay any existing objects.

2. From the File menu, choose Import HTML Page.

   The File Open dialog box appears.

3. Select an **.htm** or **.html** file from your hard disk, CD-ROM, or LAN.

4. Click Open.

   NetObjects Fusion places the contents of the **.htm** or **.html** file on the current page, beginning in the upper left corner of the Layout area.

Placing Objects

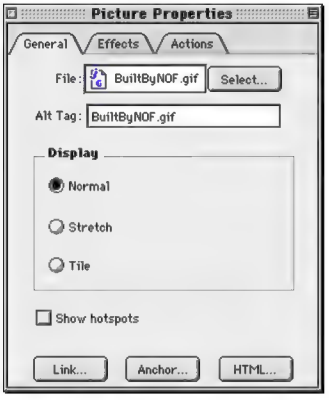
You can use the tools on the Tool palette, or drag and drop files onto the page to place objects. To place an object using a tool:

1. In Page view, select the tool you want to use. Hold down the ⌘ key and click the tool if you want to place multiple objects of the same type.

2. Draw a box where you want to place the object on the page.

   If you are placing a picture, select from the File Open dialog box and click Open.

   The object appears on the page as well as the appropriate Properties palette. For example, if you place a picture, the following appears:



3. Set the properties of the object.

   The tabs and options displayed on the Properties palette vary depending on the object you are placing. See the appropriate chapter for information about setting properties for objects.

Dragging and Dropping Objects

You can drag and drop text or Rich Text Format (**.rtf**) files from the Finder or a word processor.

1. Locate and select the text or text file you want to place.
2. Drag the text or file into the NetObjects Fusion application window and drop it on the page.
3. Use the Properties palette to set the text's properties.

Selecting Objects

Use the Selection tool to select, then move, or resize objects.

Selection tool

- Click the Selection tool on the Tool palette. Then:
  - Click an object to select it. Click elsewhere to deselect it.
  - Drag an object to move it.
  - Click an object and drag the selection handles to resize the object.
  - Drag a marquee around multiple objects, or Shift+Click to select multiple objects.
  - Shift+Click selected objects one-by-one to deselect them.

Zooming In and Out

Zoom Tools

Use the Zoom tools to zoom in and out on an object or area on your page. You can press ⌘ while using the tool to toggle between zooming in and out on an object, or you can use the Zoom command on the View menu to select a magnification.

Moving and Copying Objects

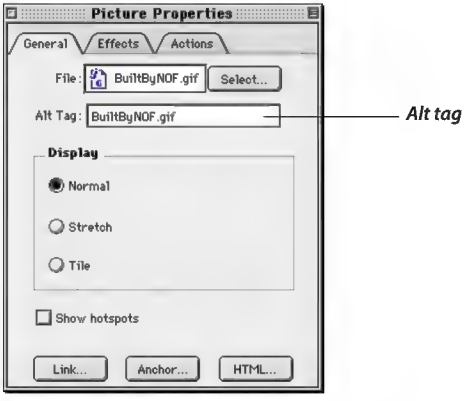
- Click and drag an object to move it.
- To prevent an object from dropping into a container, such as a Layout Region or text box, select the object and press ⌘ while moving it over a container.
- Press Option, then click, drag and release an object to copy it.

Adding and Modifying Alt Tags

To make pages load faster, some visitors set up their browsers so they do not display images. To ensure that your pages provide the information you want to convey regardless of how the site visitor's browser is set up, use alt tags to provide descriptive text that appears when images are not displayed.

NetObjects Fusion assigns a picture's file name as the alt tag when you place picture objects. You can change the name to a more descriptive one in the Alt Tag field on the Picture Properties palette. You can add an alt tag to Java, drawn shape, hotspot, generic plugin, QuickTime™, Shockwave, audio, and video objects in the Alt Tag field of their Properties palette.

To add or modify an alt tag:



- In the object's Properties palette, type a descriptive name in the Alt Tag field.

Embedding Objects in Containers

In NetObjects Fusion, a *container* is an object into which you can embed other objects. A container can be any size and can hold any kind of object. NetObjects Fusion provides four types of containers you can use to design and lay out your page:

- The *Layout* is the body of the page, surrounded on all four sides by the MasterBorder. Each page has at least one Layout, although you can create additional layouts as needed.
- *Text boxes* are a special class of objects because you can embed other objects within them. You can also maximize a text box so it fills the entire Layout—in effect, using a single text box to lay out the entire page.
- *Layout Regions* are mini-layouts that you can use to subdivide the page. You can draw and place Layout Regions anywhere on the page, and place any kind of objects—including text boxes or other Layout Regions—within their borders.
- T*ables* serve as containers for objects. If your page design calls for a tabular design, you can create a table to fill the page, and lay out your content within the cells of the table. Each cell of a table is a text box, so you can embed any other objects in the cell.

Note: If your page design requires hand-coded HTML pages, you can incorporate them as-is into your NetObjects Fusion page by *referencing* them. See "Referencing HTML from Page View" on page 19-4 for information.

- To embed an object in a container, select it and drag it over the container into which you want to embed it.

  The object automatically drops into the container. For details, see Chapter 7, "Laying Out the Page."

Creating Overlapping Objects

NetObjects Fusion supports CSS and Layers, an advanced form of HTML output that lets you overlap objects. Site visitors who have newer browsers —Microsoft Internet Explorer 4.x or Netscape Communicator 4.x—can see an object superimposed on top of another one.

When you choose the CSS and Layers output option, you can place overlapped objects anywhere in a Layout, or embed them in a Layout Region.

To overlap two or more objects:

1. In Page view, in the Layout Properties palette, if you have not selected CSS and Layers for your entire site, select CSS and Layers from the Use pop-up menu.
2. Place two or more objects in the Layout or a Layout Region.
3. Determine the object you want to be on the bottom layer, then drag the object you want to be on the next layer on top of it.
4. Repeat step 3 to continue layering objects.

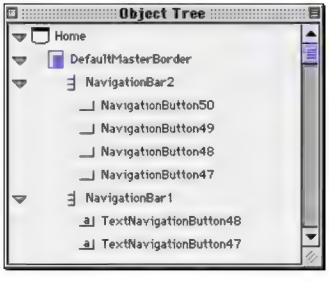
See "Selecting HTML Output" on page 5-3 for a complete discussion of the CSS and Layers output type. If you want to change the order by which objects are layered, see "Rearranging Layered Objects" on page 4-13.

Locating and Renaming Objects

The Object Tree provides a convenient way to locate and rename objects on a page. This is particularly useful when you are working with layered or hidden objects. If you added several of the same type of objects, NetObjects Fusion numbers each object in the order in which you placed it.

1. In Page view, from the View menu, choose Object Tree.

   The Object Tree appears.



2. Click an object in the Object Tree to locate it on the page.

   Selection handles appear around the object on the page.

3. To rename the object, select the name of the object and type a new name.

Rearranging Layered Objects

You can rearrange the layering of objects using commands on the Object menu or by moving the object in the Object Tree.

1. In Page view, open the Object Tree, and click the object you want to move.

   Handles appear around the object on the page.

2. Click and drag the object up or down the tree to move it to a different layer, or from the Object menu, choose Arrange Objects and:

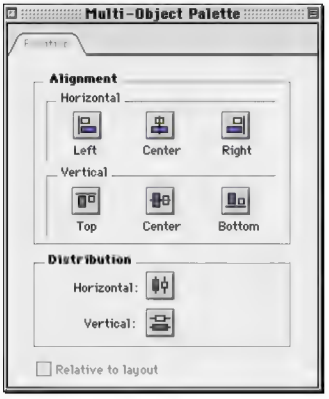
   - Select Bring to Front to bring the object to the top of the layer.
   - Select Bring Forward to bring the object up one layer.
   - Select Send to Back to send the object to the bottom layer.
   - Select Send Backward to send the object down one layer.

Aligning and Distributing Objects

In a Layout or Layout Region, you can align two or more objects to each other and distribute three or more objects equidistant from each other. Or, you can align and distribute objects relative to the Layout or Layout Region.

1. In Page view, select the objects you want to align by Shift+Clicking each one.

The Multi-Object Palette appears.



2. If you want the objects to align or be distributed relative to the Layout or Layout Region in which the objects are placed, check Relative to layout.
3. In the Alignment section, specify the horizontal and vertical alignment.
   - Select an option from the Horizontal section to align objects' left or right sides, or if you want them to be centered on top of each other. If you select Relative to layout, the objects align to the right or left side of the layout, or are centered in the Layout, one on top of the other.
   - Select an option from the Vertical section if you want to align objects' top or bottom sides, or if you want them to be centered next to each other. If you select Relative to layout, the objects align to the top or bottom of the layout, or are centered in the layout side-by-side.
   - Select Horizontal from the Distribution section if you want three or more objects that are on top of each other to be equidistant. Select Vertical from the Distribution section if you want three or more objects that are next to each other to be equidistant.

Note: Object alignment can have an impact on preserving your design. See "Optimizing Nested Tables Output" on page 5-7 for information.

Making Multiple Objects the Same Size

You can adjust objects so they are all the same size.

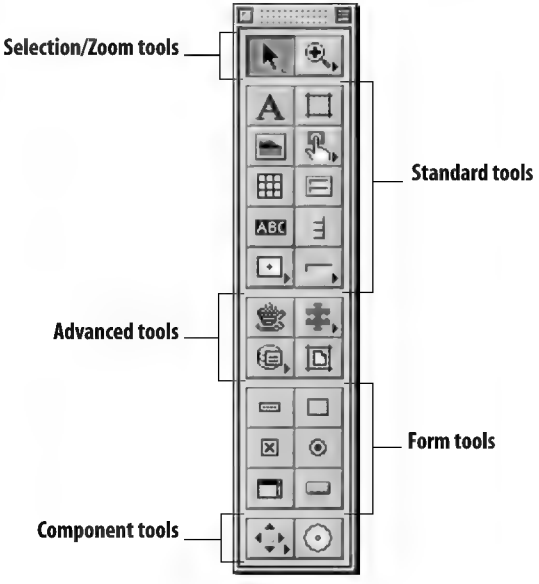
1. In Page view, select the objects by Shift+Clicking each one or by drawing a selection box around them.
2. From the Object menu, choose Size Objects, Width to make two objects the same width. From the Object menu, choose Size Objects, Height to make two objects the same height.

   The selected objects size to match the *largest* object you select.

Using the Tool Palette

The Tool palette contains all the tools you need to add functionality to your site. A small triangle in the lower right corner of a tool button indicates that the tool is one of a group. To see the entire group, point to the tool and hold down the mouse button. A flyout containing the other tools in the group appears.

To select a tool from a flyout, position the pointer over the tool and release the mouse button. The tool you select is displayed on the Tool palette.



The Tool palette has tools grouped into the following five types:

- **Selection/Zoom tools**—use to select or zoom on an object or area on your page.
- **Standard tools**—use to add basic building blocks, such as text, pictures, and banners to your site.
- **Advanced tools**—use to add media that require plugins, such as Shockwave and QuickTime, Java applets and servlets, data objects, and external HTML.
- **Form tools**—use to design forms after you designate an area of the page as the form area.
- **Component tools**—use to add components, such as a Ticker Tape or Message Board, to your pages.

Standard Tools

Text tool

Use the Text tool to add text to your pages. See Chapter 8, "Designing with Text," for information.

Picture tool

Use the Picture tool to add pictures to your pages. See Chapter 10, "Placing Pictures," for information.

Table tool

Use the Table tool to place tables on your pages. See Chapter 9, "Adding Tables," for information.

Banner tool

Use the Banner tool to add a banner based on your SiteStyle to your page. See Chapter 13, "Creating Navigation Bars and Banners," for information.

Rectangle tool

Use the tools in the Draw Shape group to draw shapes. See Chapter 11, "Drawing Shapes and Lines," for information about drawing shapes.

Layout Region tool

Use the Layout Region tool to add Layout Regions to your pages. See "Using Layout Regions" on page 7-14 for information.

Rectangle Hotspot tool

Use the tools in the Hotspot tools group to create imagemaps. See "Creating an Imagemap" on page 14-13 for information.

Form Area tool

Use the Form Area tool to add a form container to your page. See Chapter 17, "Designing and Implementing Forms," for information.

Navigation Bar tool

Use the Navigation Bar tool to add navigation bars to a page. See Chapter 13, "Creating Navigation Bars and Banners," for information.

HR tool

Use the tools in the Line tools group to draw rules, lines, and arrows. See Chapter 11, "Drawing Shapes and Lines," for information about drawing lines and arrows.

Advanced Tools

Java tool

Use the Java tool to place Java applets and servlets. See Chapter 16, "Adding Java," for information.

Data List tool

Use a Data List tool to add data list objects. See Chapter 20, "Data Publishing," for information.

Plug-in tool

Use the tools in the Media tools group to add popular plugins, such as Shockwave for Director, Shockwave Flash, Adobe Acrobat files, or QuickTime movies to your pages. See Chapter 15, "Placing Media," for information about adding these objects.

External HTML tool

Use the External HTML tool to reference an external HTML page. See Chapter 19, "Referencing and Editing External HTML," for information.

Form Tools

Edit Field tool

Single-line text fields accept text input from site visitors. They can be any width but only one line high. See "Adding a Single-Line Text Field" on page 17-6 for information.

Check Box tool

Check boxes provide site visitors with a way to select one or more items from a group of items, or to toggle a single item on and off. See "Adding Check Boxes" on page 17-10 for information.

Forms Combo Box tool

Combo boxes create drop-down lists to display multiple options. Combo boxes allow site visitors to select one or several items from a list. See "Adding a Combo Box" on page 17-11 for information.

Multi-line tool

Multiple-line text fields can hold more than one line of text. See "Adding a Multiple-Line Text Field" on page 17-7 for information.

Radio Button tool

Radio buttons limit the site visitor to selecting one item at a time. See "Adding Radio Buttons" on page 17-8 for information.

Forms Button tool

Use this tool to add a reset button or, if your form will use either your own or a third party's CGI script, to add a submit button. See "Adding Submit, Reset, and Custom Buttons" on page 17-13 for information.

Components Tools

DynaButton tool

Dynabuttons are buttons site visitors use to navigate to links, including pages or sites. See "Adding DynaButtons" on page 18-2 for information.

Ticker Tape tool

Ticker Tape adds a scrolling LED message to your site. See "Using Ticker Tape" on page 18-5 for information.

Site Mapper tool

Site Mapper helps site visitors create a site map. See "Adding a Site Map Button" on page 18-7 for information.

Message Board tool

Message Board provides visitors with a means to post, read, and reply to messages. See "Adding a Message Board" on page 18-9 for information.

Form Handler tool

Use the Form Handler tool to add a Submit button to forms. See "Submitting Responses as Plain Text" on page 17-14 for information.

Picture Rollover tool

Picture Rollover displays different images when a site visitor moves the mouse pointer over an image. See "Loading Pictures onto Your Site" on page 18-16 for information.

Time Based Picture tool

Time Based Picture displays an image for a specified period of time. See "Adding Time Based Pictures" on page 18-14 for information.

Picture Loader tool

Picture Loader loads an image dynamically at browser request from a URL. See "Loading Pictures onto Your Site" on page 18-16 for information.

Rotating Picture tool

Rotating Picture displays several images in a continuous loop. See "Adding Pictures That Roll Over" on page 18-12 for information.

NetObjects Fusion Components tool

Use the NetObjects Fusion Components tool to add components to your site. See "Adding Other NetObjects Fusion Components" on page 18-18 for information.

Interpreting the Warning Icon

NetObjects Fusion displays a warning icon on an object when it detects a potential layout problem or other error condition.

The warning icon alerts you to a problem, which can be one of the following:

- A picture is not Web safe, because it is in an unsupported file format. To remove the icon, replace the picture with one in a supported format. See "Choosing an Image Format" on page 10-2 for information.
- A form object, such as a Submit button, is outside a form. To remove the icon, drag the form object inside a form. See "Adding Objects to a Form" on page 17-4 for information.
- Two or more objects overlap and you have not selected CSS and Layers as your HTML output option. To remove the icon, drag objects apart so they don't overlap or choose CSS and Layers as the output option. See "Creating Overlapping Objects" on page 4-11 for information.

Planning Your Site

The default settings for NetObjects Fusion generate efficient HTML that faithfully reproduces your visual design on the published page. The design of your text content, however, is subject to the browser settings of each site visitor. "Preserving Your Design Intentions" on page 5-2 describes potential variations that can happen in the site visitor's browser.

NetObjects Fusion offers several ways to control published output:

- You can manipulate the HTML output method used to generate your site. NetObjects Fusion supports three output methods, each of which provides unique benefits in selected circumstances. "Selecting HTML Output" on page 5-3 describes these methods and their use.
- You can control the table formatting priority—horizontal or vertical—used to generate the page. This helps preserve your design intentions when a browser's font settings change the size of your text. "Optimizing Nested Tables Output" on page 5-7 describes the table format setting.
- You can select from four different types of page containers, each with different characteristics, to serve as your page layout medium. Chapter 7, "Laying Out the Page," describes these containers and their use.

This chapter describes these HTML output methods and text flow choices, including:

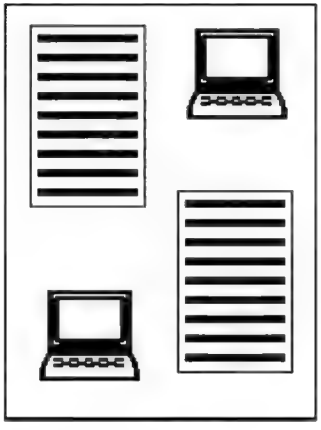
- **NetObjects Fusion's three publishing methods, their pros and cons, and their application to different parts of your site**
- **The difference between horizontal and vertical preference for page formatting**
- **Matching your design priorities with the appropriate HTML output method**

Preserving Your Design Intentions

When you place a text box on a page, it's shown in the default display font. You then format the text, size the object, and position it relative to other objects on the page—basing your efforts on the effects of your default display font and the size of the text box it creates.

When you preview or publish the page and view it in your browser, the size of the text box—and its alignment with the objects around it—is controlled by the base font settings in your browser. If your NetObjects Fusion base font is 10-point Times, and your browser base font is set to 13-point Helvetica, you'll see an immediate difference in the arrangement and spacing of your objects, because your text boxes expand to accommodate the new font size.

Page view at 10-point Times



Browser view at 13-point Helvetica

This is why you are advised to set the display fonts in NetObjects Fusion to match those of your browser—so you are working in a WYSIWYG environment. See "Setting Preferences" on page 1-12 for information.

This font variation is not caused by NetObjects Fusion; it's a consequence of site visitors controlling their browser environment. It might not be an issue when you preview, but when you publish your site, you should be aware of potential problems:

- If a site visitor has a different browser base font setting, the text boxes on your page change size and other objects are re-arranged around them.
- Microsoft Internet Explorer places slightly more blank space between text lines than the Netscape browsers do. If you design your page using one browser as a preview tool, visitors using the other browser see different results. You can set WYSIWYG optimization for either Netscape or Microsoft Internet Explorer to account for the browser differences. See "Setting Preferences" on page 1-12 for information.
- There are differences in font display between operating systems: if your site visitor is using Windows, for example, its "version" of 13-point Helvetica is physically smaller than yours.

Using the Nested Tables output method you can control this rearrangement of content. See "Publishing with Nested Tables" on page 5-4 for information. You can also specify the horizontal or vertical formatting priority, so resized text impacts your page design in predictable ways. See "Optimizing Nested Tables Output" on page 5-7 for information.

Selecting HTML Output

Ongoing advances in browser technology and HTML standards have created several possibilities for controlling the way your site presents content. NetObjects Fusion supports these advances by offering three HTML output methods:

- **Nested Tables** uses nested table tagging and other features of the 3.2 HTML specification to produce your site. This is NetObjects Fusion's default output because it produces the most predictable and consistent results onscreen, regardless of the type, version, or font configuration of the browser. "Publishing with Nested Tables" on page 5-4 describes this output option in detail.
- **Regular Tables** uses basic, non-nested HTML table tagging to format your site pages. Regular Tables is the "lowest common denominator" output setting, generating basic HTML that is compatible with the widest range of browser versions. See "Publishing with Regular Tables" on page 5-5 for a description of Regular Tables output.
- **CSS and Layers** uses a combination of Cascading Style Sheets positioning code, JScript™, and the <LAYER>tag to control the placement and delivery of content.

Content published with CSS and Layers requires an advanced browser: site visitors must use Microsoft Internet Explorer 4.x or higher or Netscape Navigator 4.x or higher to get the full effect of your design. "Publishing with CSS and Layers" on page 5-5 describes effective applications of CSS and Layers output. CSS and Layers is also the best output method to use for dynamic pages and objects with actions. See Chapter 21, "Building Dynamic Pages," for more information.

NetObjects Fusion gives you several options for applying these HTML output methods. You can:

- Publish your entire site with any method.
- Override the site publishing method for a specific page.
- Override the site or page publishing method for a specific Layout Region.

The rest of this chapter describes the differences between these formatting options and the results they deliver. For additional information on setting output methods in specific situations, see:

- "Selecting Layout Output Options" on page 7-33 for the steps necessary to set a page-specific publishing method.
- "Selecting Region Output Options" on page 7-43 for the steps to set the publishing method for a Layout Region.
- "Setting the Site's HTML Output" on page 26-7 for the steps to set the publishing method for the entire site.

Publishing with Nested Tables

When NetObjects Fusion publishes your site, Layout, or Layout Region using the Nested Tables method, it places all your content in nested table cells. This method has several advantages:

- You get relative placement of your content as you designed it in Page view, with relative spacing preserved regardless of the site visitor's display configuration—such as browser fonts, browser type and version, and operating system.
- You can prioritize either the vertical or horizontal relationship between objects. As a result, site visitors are more likely to see the pages as you designed them,

regardless of their local browser, font, and display configurations. By default, NetObjects Fusion assumes vertical relationships are most important.

- Pages published using Nested Tables can be viewed in most browsers that support the 3.2 HTML specification. This includes Microsoft Internet Explorer 3.x or higher and Netscape Navigator 3.x or higher.

Nested Tables is the default publishing method for NetObjects Fusion.

Publishing with Regular Tables

When NetObjects Fusion publishes your site, Layout, or Layout Region using Regular Tables, it translates each page or Layout Region into an HTML table with rows and columns, and places your content into table cells. This table is the underlying structure of the page, not a visible table object.

This output method gives you relative placement of content on the page; your content maintains its position in the underlying table. If text content expands because of a browser font setting, its table row expands with it, and the content below it on the page is moved down.

Regular Tables is the recommended output method in the following circumstances:

- When you want your pages to display successfully in older versions of some browsers.
- When you have embedded form objects in the page's Layout or Layout Region.
- When you have objects with actions on the page, and you choose not to use CSS and Layers as the output method.

Publishing with CSS and Layers

The CSS and Layers option is an application of CSS concepts that NetObjects Fusion uses to express the location of content in terms of absolute positioning. For example, instead of using HTML workarounds such as empty table rows and transparent **.gifs** to position a line of text a certain amount of space below the top of the page, the absolute positioning supported by CSS and Layers defines placement of the text box a specific distance from the top left corner of the page in a simple statement of x,y coordinates.

CSS and Layers uses a combination of CSS positioning code, JScript, and browser-specific codes such as Netscape's <LAYER> tag to control the placement and delivery of content. Pages published using CSS and Layers can only be viewed accurately in Microsoft Internet Explorer 4.x or higher or Netscape Communicator 4.x or higher. Older browsers can view the pages, but their results will be unpredictable; in most cases the page content is stacked flush left down the page.

When you select CSS and Layers as your output method, NetObjects Fusion generates Everywhere HTML—HTML code that produces the same results in either browser. You can use this to take advantage of the advanced capabilities built into newer versions of Microsoft Internet Explorer and Netscape Communicator, without worrying about browser compatibility issues.

Like the other two HTML output methods, you can apply CSS and Layers as:

- The default output method for your site. Note that this makes a 4.0-level browser the minimum requirement for viewing your entire site, which can exclude site visitors who use older browsers.
- The HTML output method override for a specific Layout. When you publish selected pages in CSS and Layers—while publishing the rest of the site in one of the table-based formats—you can keep the bulk of your site accessible to most browsers, while providing specialized content to those with browsers that support it.
- The HTML output method override for a specific Layout Region. Publishing a selected Layout Region in CSS and Layers—while publishing the rest of the page and site in a table-based format—makes an even finer distinction between the content available in basic HTML format and specialized content for newer browsers.

CSS and Layers: Pros

- Pages published using CSS and Layers as the output method are typically more compact and download faster than table-based HTML pages.
- You can overlap objects on Layouts or Layout Regions that are published with CSS and Layers. Because CSS and Layers includes a way to express depth, NetObjects Fusion can generate code that designates one object to display in front of another. See "Creating Overlapping Objects" on page 4-11 for details.

- CSS and Layers is the most efficient output method for dynamic pages containing objects that have actions. See Chapter 21, "Building Dynamic Pages," for information on developing DHTML.

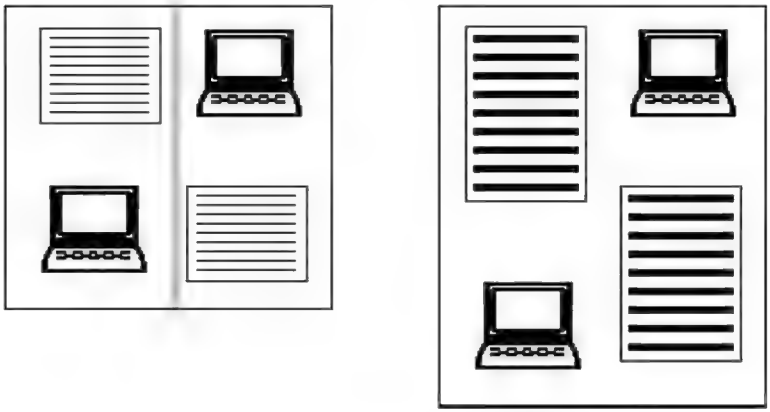
CSS and Layers: Cons

- If you publish using CSS and Layers, site visitors who have older browser versions see the content stacked vertically against the left margin of the browser—not laid out in your page design.
- Because of its use of absolute positioning, CSS and Layers is less suited for text-rich pages. If a CSS and Layers page is viewed in a browser with large font settings, the text boxes expand without regard for other objects on the page; the result can be unintended overlapping of objects.

Optimizing Nested Tables Output

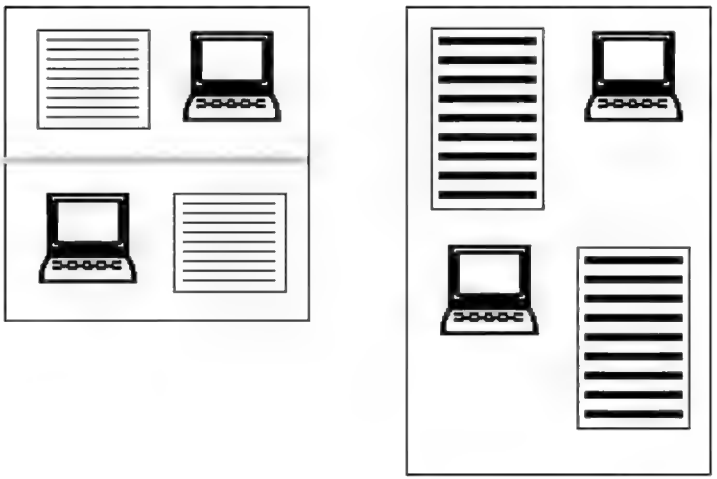
If you use Nested Tables to output HTML for a Layout or Layout Region, you can control the text flow for each container by setting the table formatting priority—columns or rows—that NetObjects Fusion uses to generate the page. This helps preserve your design intentions when a browser's font settings change the size of your text content.

For example, a Columns or vertical priority keeps text together in a vertical orientation when text size changes rearrange the page.



The page with a Columns setting in Page view (at left) adjusts vertically to changes in browser text size, as shown at right.

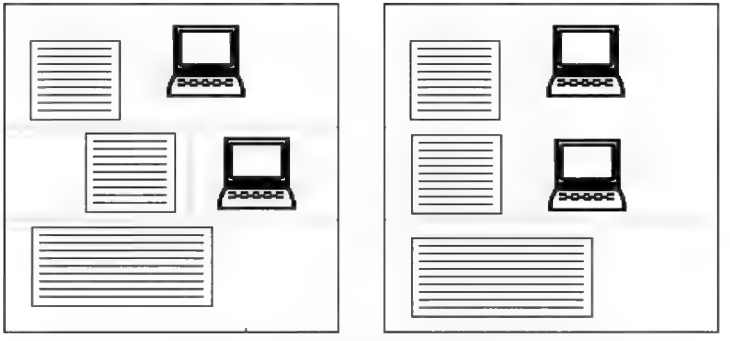
A Rows or horizontal priority keeps text together in a horizontal orientation when text size changes rearrange the page.



The page with a Rows setting in Page view (at left) adjusts horizontally to changes in browser text size as shown at right.

In addition to selecting the formatting priority that best supports your design, you can also make your pages more efficient and more predictable by optimizing the placement of objects—particularly text objects— within the site's underlying table structure. There's no fixed standard, but as a general rule it's best to align objects to

each other, and to isolate text boxes in their own cells within the underlying table structure so they can resize themselves as necessary in response to browser font changes.



By staggering the text boxes and image objects, as shown in the diagram at left, you require NetObjects Fusion to create multiple tables with different sized columns. By aligning the page objects, as shown at right, you create a simpler underlying table structure for the page.

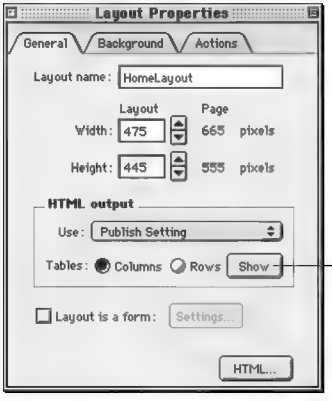
To help you determine the best alignment, you can preview the underlying table row and column structure to see if NetObjects Fusion can divide your Layout into cells efficiently or if you need to rearrange some objects.

To preview NetObjects Fusion's arrangement of underlying table cells on your page and set your table alignment setting:

1. In Page view, select the Layout or Layout Region you want to preview.

   The General tab of the appropriate Properties palette appears.

2. Select Columns or Rows in the HTML Output section of the General tab to set the table alignment priority.



3. Click and hold the Show button.

   NetObjects Fusion hides grid lines, guide lines, and object borders in the Layout and displays solid colored lines that show where it is dividing the Layout into rows and columns.

4. Identify underlying table cells that contain multiple text or other objects.

5. Release the Show button.

6. Move objects around as needed to improve the efficiency of your HTML output. If the row and column dividers are not separating objects the way you think they should, those objects might not be aligned to each other with pixel accuracy.

To correct this, Shift+Click all the objects you want to align. The Multi-Object palette appears.

Click the alignment setting that your design requires for the selected objects.

7. Repeat steps 3 through 6 as needed.
8. Preview the site or page.
9. To test the results, reset your browser display fonts to a significantly larger size and preview the site again.

You can also preview table structure in the browser by holding down Shift when you click the Preview button.

Optimizing AutoFrames

You can control realignment of AutoFrame content by selecting, for each frame, the primary table alignment setting that best preserves your design intentions. When you press and hold the Show button to preview the Layout's table row and column structure, the preview includes the table structure that NetObjects Fusion expects to use within AutoFrames.

Locking or Maximizing a Text Box

There are three text box properties you can apply to reduce the impact of variations in browser configurations: locking the minimize size of the text box, sizing the text box to fill the Layout, and wrapping the text box contents to the browser width.

- Locking the minimum size of a text box prevents automatic resizing by the browser if the display font is smaller than anticipated. When you publish a page with a locked text box, NetObjects Fusion generates HTML code that "hard-wires" the minimum size of the text box. If the display font is bigger than expected, the height of the text box expands as needed; it will not shrink to a size less than the locked size.

- You can set the text box to automatically maximize itself to the full size of the Layout that contains it. If you embed all the page's objects into a text box, for example, then you might want to make sure the text box grows to fill the Layout so there's no unexpected white space if your MasterBorders or page dimensions change.

  If you embed your page content in a maximized text box, NetObjects Fusion generates extremely efficient HTML when it publishes your site. See "Embedding Objects in a Text Box" on page 7-25 for details.

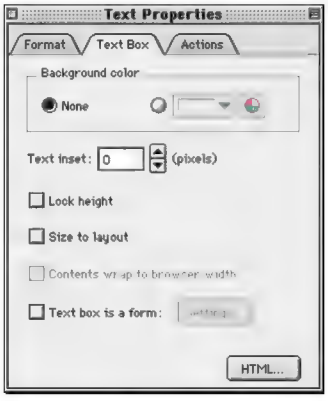
- If you size your text box to the Layout and you select the ZeroMargins MasterBorder, you can set the text box to wrap to the width of the browser window. Text and images embedded in the text box rewrap themselves to fit within the browser window. If the browser window is resized, then the text box contents rewrap themselves to the new size.

  Note: If you wrap the page contents to the browser window, then NetObjects Fusion generates the page's HTML without using tables.

For information on formatting text, see Chapter 8, "Designing with Text." For information on designing layouts with text boxes, see "Using Text Boxes" on page 7-21.

Locking or Maximizing the Text Box Size

1. In Page view, create or select the text box.
2. Select the Text Box tab on the Text Properties palette.



3. Select Lock height to lock the text box's minimum height.
4. Select Size to layout to maximize the text box to fill the Layout.

Setting the Text Box to Wrap to Browser Width

1. In Page view, click the MasterBorder or select it from the Object Tree.
2. On the General tab of the MasterBorder Properties palette, select the ZeroMargins MasterBorder.
3. Select the text box.
4. Select the Text Box tab of the Text Properties palette.
5. Select the Contents wrap to browser width option.

Supporting Your Design with HTML Output

See Chapter 7, "Laying Out the Page" for details about choosing the layout method that most effectively supports your HTML output method. "Design Priorities and Method Choices" on page 7-35 matches design priorities with appropriate HTML output and layout methods.

To determine which HTML output method best supports your site's design and delivery priorities, find the description that best matches your main priority, then note the suggested HTML output choices.

Managing MasterBorders and AutoFrames

NetObjects Fusion divides a page into two areas: the Layout area and the MasterBorder area. The MasterBorder is the set of margins—top, bottom, left, and right—on your page. Although MasterBorders are especially suited to repeating objects such as navigation buttons and logos, you can place anything in a MasterBorder that you can place in the Layout, including banners, pictures, and text. You can set any or all of the margins as an AutoFrame, which permits site visitors to scroll the body of the page while objects in the AutoFrame, such as navigation buttons, remain in view.

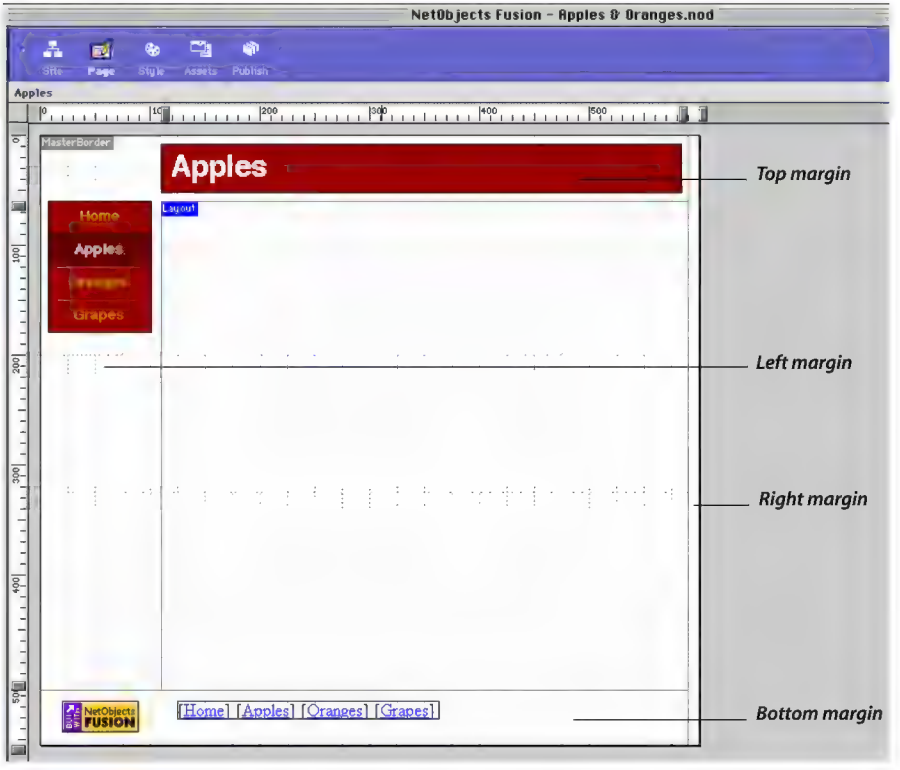
You can create a MasterBorder and apply it to all the pages in your site or just to selected pages; a site can use more than one MasterBorder. When you modify a MasterBorder, NetObjects Fusion automatically makes that change on every page that shares the MasterBorder.

This chapter describes:

- **Editing, creating, applying, and importing MasterBorders**
- **Creating AutoFrames**

Looking at MasterBorders

The illustration below shows a typical page with a MasterBorder.



By default, the left, right, and bottom margins are separated from each other visually by an outline. The lack of an outline between the left margin and the top margin indicates that—as in the illustration above—objects can straddle that boundary. This is not the case if the top or left margin is set as an AutoFrame. For information, see "Adding an AutoFrame" on page 6-13. You can turn the outline display off by selecting Page Labels from the View menu.

All pages have a MasterBorder, including those with a ZeroMargins MasterBorder, where all margins are set to zero and the MasterBorder is not visible. You can change the size of any MasterBorder margin, even those set to zero. See "Modifying a MasterBorder" on page 6-4.

The MasterBorder margins use the unit of measure selected for the site in Preferences. See "Setting Preferences" on page 1-12.

Working with MasterBorders

When you create a new site, NetObjects Fusion automatically creates a default MasterBorder. The default MasterBorder for a new blank site contains three navigation aids—a banner showing the page name at the top, a graphical navigation button bar on the left, and a text navigation bar on the bottom. These objects are included in the MasterBorder of the Blank Site template. For information on the Blank Site template, new sites, and how to use templates, see Chapter 2, "Creating and Managing Sites," and Chapter 3, "Importing and Exporting."

When you import a template or create a new site based on a template, the new pages bring their MasterBorders and names with them from the source site. The Edit MasterBorder List dialog box identifies imported MasterBorders. You can rename or delete imported MasterBorders. To display the Edit MasterBorder List dialog box, click Add/Edit on the MasterBorder Properties palette.

These are the MasterBorders from the imported template

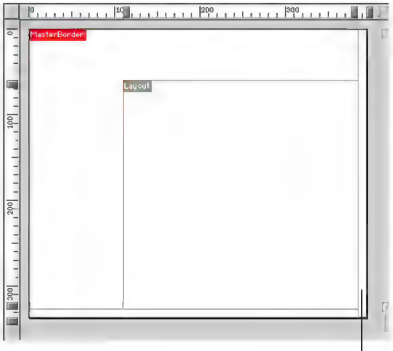
When you create a new site based on the template **Import.nft**, the default MasterBorder has a zero top, left, and right margin, and the bottom margin is 50 pixels. Unless you change the default MasterBorder, new pages you create in the site will also have these margin sizes.

Modifying and Creating MasterBorders

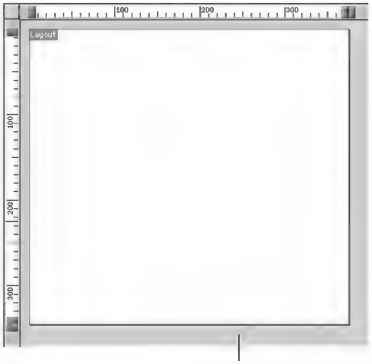
You can modify a site's default MasterBorder, or you can create your own MasterBorders. When you modify the MasterBorder on one page, NetObjects Fusion updates all pages that use the same MasterBorder; any object you place in a border automatically appears on all pages with that MasterBorder.

Modifying a MasterBorder

1. In Page view, display the MasterBorder Properties palette by clicking inside the MasterBorder. If the page has a ZeroMargins MasterBorder, click outside the page.

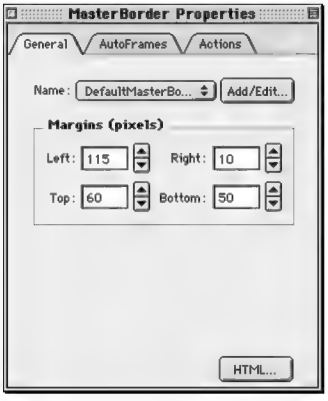


This page has a visible MasterBorder. Click inside it.



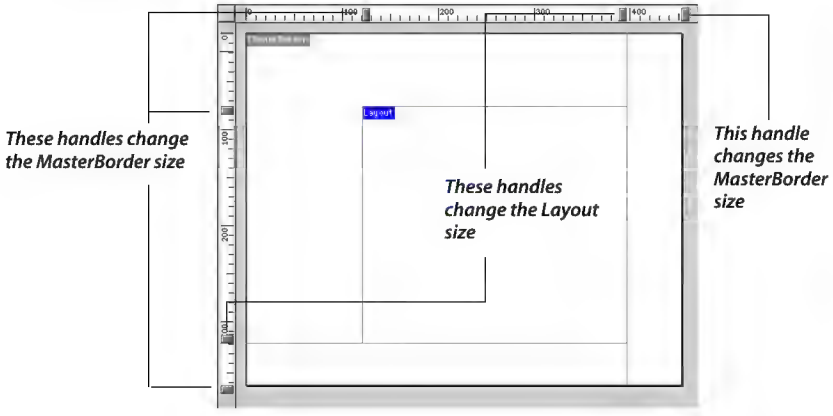
This page has a ZeroMargins MasterBorder. Click outside the page.

The MasterBorder Properties palette appears. The Name field shows the name of the MasterBorder assigned to the current page. If you started with a new blank site and have not changed the MasterBorder, this name is DefaultMasterBorder.



2. To change the size of the margins, you can do either of the following:

   - In the Margins section of the MasterBorder Properties palette, type values into the fields or click the arrows.
   - Drag the handles on the ruler.


These handles change the MasterBorder size
These handles change the Layout size
This handle changes the MasterBorder size

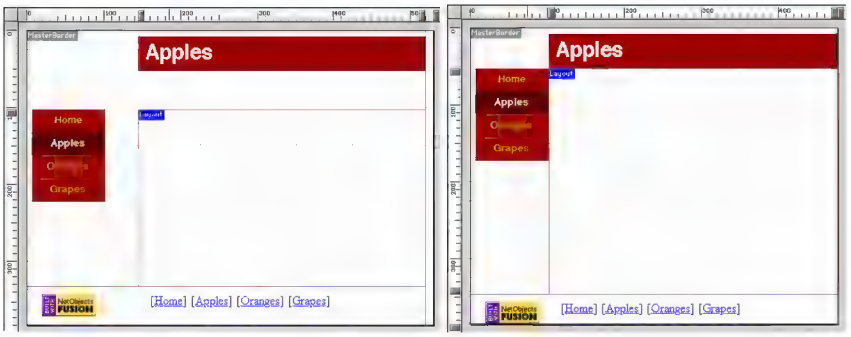
Note: If an object is in the way—such as a banner occupying both the top and left margin—you cannot resize the MasterBorder until you move the object.

3. Use the Selection tool to arrange objects such as a banner or navigation buttons.
4. Delete unwanted objects.
5. Use the tools in Page view to insert additional text or objects.

Resizing a MasterBorder

You can easily make a MasterBorder fit the objects in it—buttons, banners, text, pictures, and so on.

1. In Page view, from the Object menu, choose Size MasterBorder to Objects.



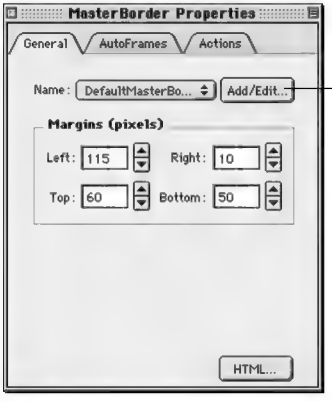
MasterBorder margins before and after being resized

Creating a New MasterBorder

1. In Page view, click in the MasterBorder area.

   The MasterBorder Properties palette appears. The Name field shows the name of the MasterBorder assigned to the current page. If you have not created a new MasterBorder or selected a different MasterBorder from the MasterBorder list, this name is DefaultMasterBorder.

2. Click the Add/Edit button.



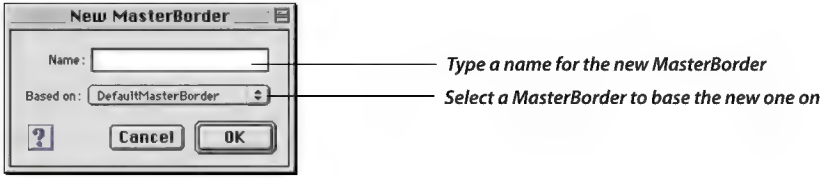
Click here to create a new MasterBorder

   The Edit MasterBorder List dialog box appears.

3. The dialog box lists all the MasterBorders in your site. To add a MasterBorder, click Add.

The New MasterBorder dialog box appears.

4. Type a name for the new MasterBorder, select an existing MasterBorder to base it on, and click OK.



5. Click Done in the Edit MasterBorder List dialog box.

NetObjects Fusion creates a new MasterBorder based on the selected MasterBorder. The new MasterBorder name is added to the Name pop-up menu in the MasterBorder Properties palette.

6. Select the new MasterBorder to apply it to the page.

7. From this point, create the MasterBorder by following the steps in "Modifying a MasterBorder" on page 6-4.

Changing MasterBorders

1. Navigate to a page where you want to apply a different MasterBorder, and display the page in Page view.
2. Click inside the MasterBorder area.

   The MasterBorder Properties palette appears.
3. Select the MasterBorder you want from the Name pop-up menu.

   The margins of the page now display the contents of the selected MasterBorder.

Applying a MasterBorder to a Section

You can apply a MasterBorder to a section of pages in Site view. A section is any page and all its children, their children, and so on.

1. In Site view, select a section of pages and do one of the following:
   - Hold down the Shift key as you click the parent page of the section.
   - With the keyboard, select the parent page of the section and then press Shift-Return.
   - Choose Select Section from the Edit menu.

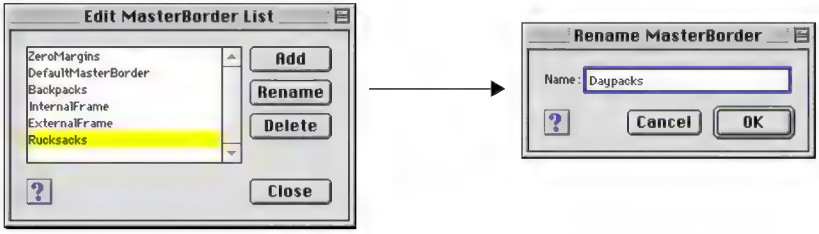
   The Properties palette displays the Section tab.
2. Select the MasterBorder you want from the MasterBorder pop-up menu.

   The MasterBorder is applied to all the pages in the section.

Renaming MasterBorders

1. In Page view, click inside the MasterBorder area to display the MasterBorder Properties palette.
2. Click Add/Edit.
3. In the Edit MasterBorder List dialog box, select the MasterBorder you want to rename and click Rename.
4. In the Rename MasterBorder dialog box, type a new name and click OK.

The new MasterBorder name now appears in the Edit MasterBorder List dialog box and in the pop-up menu in the MasterBorder Properties palette.



Deleting MasterBorders

1. In Page view, click inside the MasterBorder area to display the MasterBorder Properties palette.
2. Click Add/Edit.
3. In the Edit MasterBorder List dialog box, select the MasterBorder you want to delete and click Delete.

   You see a warning that deleting a MasterBorder cannot be undone.
4. If you choose to continue, click Yes.

Note: When you delete the MasterBorder that is currently in use, NetObjects Fusion resets the page to the ZeroMargins MasterBorder.

Using AutoFrames

An *AutoFrame* is a special instance of a MasterBorder margin that corresponds to an HTML frame. It subdivides the browser window into independent "panes," each displaying its own content—including links, form objects, regions, or any text, graphic, or media objects you want. The combination of frames that completes the browser window is called a *frameset*.

Frames can take on properties not available to standard MasterBorders.

- The scrolling properties of a frame are independent of other areas of the page. If the site visitor scrolls the Layout, the frame doesn't scroll with it. This makes it possible—among other things—to keep navigation buttons in view at all times, regardless of where the visitor is in the Layout. Conversely, you can make a frame scrollable, so the site visitor can scroll the frame without affecting the Layout.
- You can specify whether the site visitor can resize the frame, making it wider or narrower, taller or shorter. This enlarges the visible content area of the frame. It has nothing to do with scrolling, which brings another part of the frame into view.
- You can specify a background for the frame: the current SiteStyle background, a solid color, or even a picture.
- You can define *targets* for the links contained in one frame so they retrieve content into another frame.

NetObjects Fusion supports two ways of creating frames:

- AutoFrames

  AutoFrames give you a graphical interface to set frames and then to add navigation controls, banners, text, graphics, links, scroll bars, and other content. This section focuses exclusively on AutoFrames.

- Custom frames

  NetObjects Fusion gives you direct access to HTML so you can manually code frames using the HTML page description language. This method requires knowledge of HTML codes and the NetObjects Fusion HTML access interface. If you prefer the flexibility of creating frames yourself, refer to Chapter 23, "Creating Custom HTML Framesets and Frames."

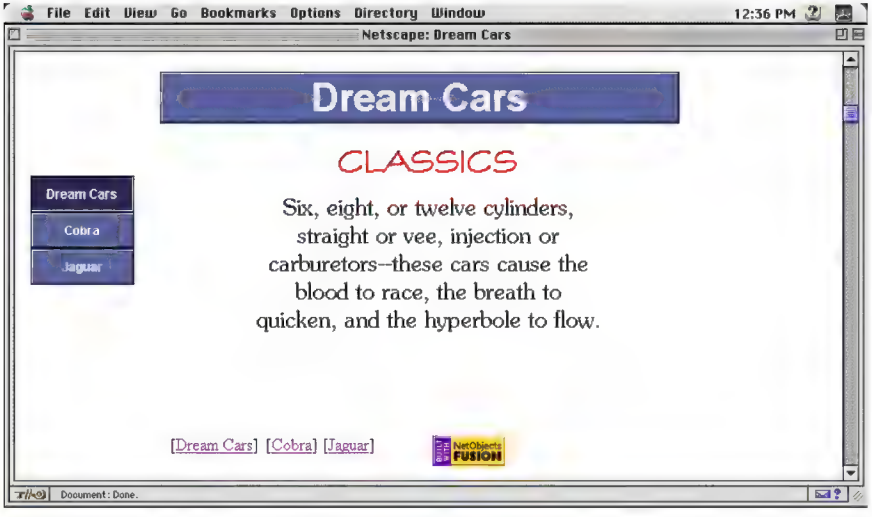
Links within a frame can display a page, or display information in the same frame or a different frame. Frames can also reduce the amount of refreshing your visitor's browser must do. To learn how you can take advantage of these frame features using AutoFrames, see Chapter 24, "Working with AutoFrames."

Within a frame, you can influence how variations in browser fonts affect your design using the Rows and Columns option on the Frame properties tab. These options work within a frame the same way they do within a Layout. For more information about selecting a table structure, see "Preserving Your Design Intentions" on page 5-2 and "Optimizing Nested Tables Output" on page 5-7.

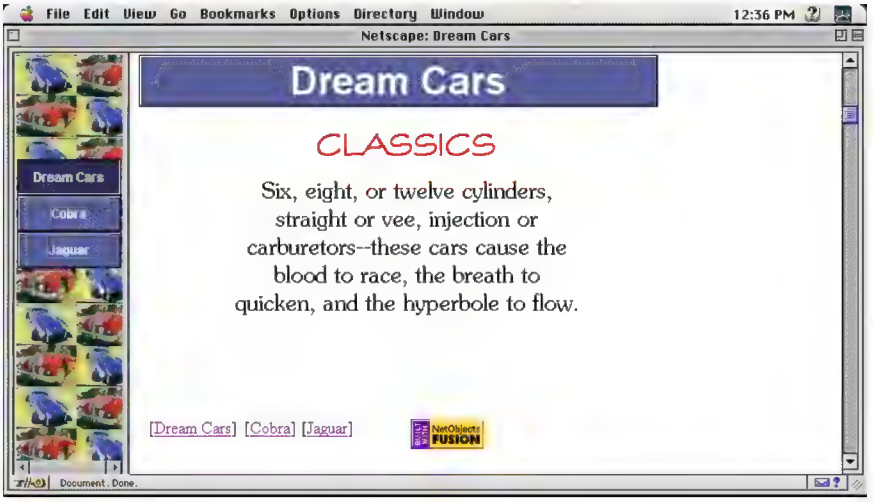
Note: Although Netscape Navigator and Microsoft Internet Explorer support frames, not all browsers do. If you use frames, you might want to consider creating an alternate site for visitors with browsers that do not support frames.

Looking at AutoFrames

The following examples illustrate some characteristics and advantages of frames. Here is a generic MasterBorder applied to a site's Home page.


File Edit View Go Bookmarks Options Directory Window
12:36 PM
Netscape: Dream Cars
Dream Cars
CLASSICS
Dream Cars
Cobra
Jaguar
Six, eight, or twelve cylinders, straight or vee, injection or carburetors—these cars cause the blood to race, the breath to quicken, and the hyperbole to flow.
[Dream Cars] [Cobra] [Jaguar]
Document: Done.

As an AutoFrame, the left border now has an outline separating it from the Layout and the rest of the border, and a picture appears in the background.


File Edit View Go Bookmarks Options Directory Window
12:36 PM
Netscape: Dream Cars
Dream Cars
CLASSICS
Six, eight, or twelve cylinders, straight or vee, injection or carburetors--these cars cause the blood to race, the breath to quicken, and the hyperbole to flow.
Dream Cars
Cobra
Jaguar
[Dream Cars] [Cobra] [Jaguar]
NetObjects FUSION
Document: Done.

Design your frames so the browser needs to redraw only the content of the Layout area when a site visitor uses a link to a child page sharing the same MasterBorder and AutoFrame design. See Chapter 23, "Creating Custom HTML Framesets and Frames."

Adding an AutoFrame

Since NetObjects Fusion applies AutoFrames to the *current* MasterBorder—and all pages that use that MasterBorder—you might want to start by selecting or creating a designated "framed" MasterBorder that you can selectively apply to the appropriate pages in your site. See "Creating a New MasterBorder" on page 6-6 if you need help creating a new MasterBorder. If you want to apply different framesets to different pages, you'll need one MasterBorder for each frameset.

On the first page you want to turn into a frameset, apply the appropriate MasterBorder and arrange its content and design. As you develop this MasterBorder, follow these guidelines:

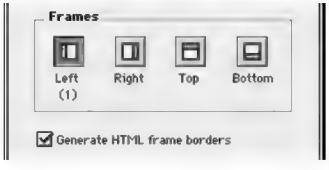
- Objects in frames can't straddle frame boundaries, so check the corners of your page before you add AutoFrames. For example, if you have a banner across the top of the page that overlaps the left and top borders, resize it or move it before you turn on AutoFrames for either border.
- Frames have internal margins, so add a little extra room to margins you're going to set as frames, so you don't get scroll bars when you don't need them.
- By default, frames have borders. To remove frame borders, clear the Generate HTML frame borders checkbox on the AutoFrames tab of the MasterBorder Properties palette.

To set a MasterBorder margin as an AutoFrame:

1. In Page view, click an empty space inside one of the border areas, or in the grey area outside the page.

   The MasterBorder Properties palette displays the General tab.

2. Select the AutoFrames tab.
3. Click the button for each margin you want to set as a frame—Left, Right, Top, or Bottom.

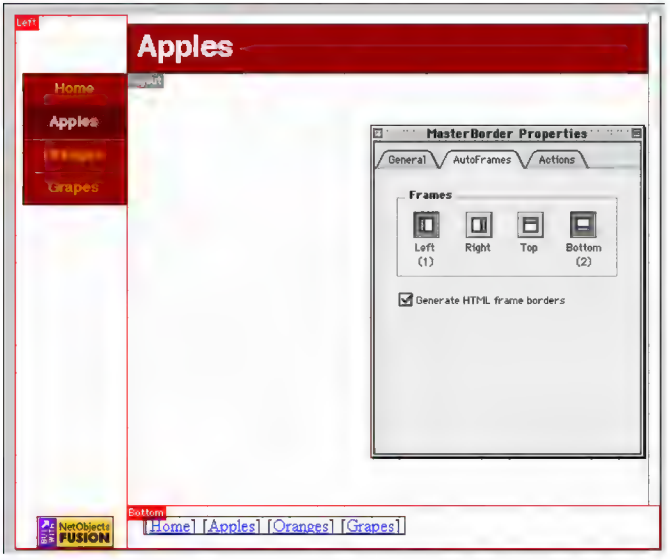


NetObjects Fusion indicates a frame is applied by adding a label—Left, Right, Top, or Bottom—to the new frame.

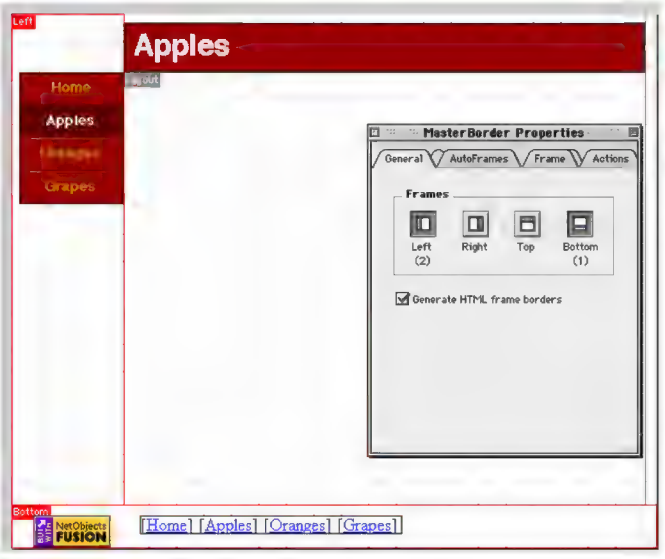
The left margin is set as an AutoFrame

If you select more than one border to set as a frame, your selection sequence makes a difference. Multiple frames overlap each other in the order in which you select them. You can change the overlap sequence by deselecting AutoFrame areas and then reselecting them in a different sequence.

In this example, the left frame was selected, followed by the bottom frame, as indicated by the numbers in the AutoFrames tab. As a result, the left frame extends the full height of the page.



In the second example, the bottom frame was selected first, followed by the left frame, and the bottom frame extends the full width of the page.



If an object overlaps the frame border when you apply AutoFrames, you see a message asking if you want to modify the margins.

- If you click OK, the selected margin enlarges to include the overlapping object.
- If you click Cancel, the creation of AutoFrames is canceled so you can manually adjust the margins. You can then apply AutoFrames again.

Generating HTML Frame Borders

Frames have borders by default, and you must leave Generate HTML frame borders checked if you want visitors to be able to resize the frame.

You can easily set frames to be *borderless* in the site visitor's browser. To do so, clear the Generate HTML frame borders checkbox on the AutoFrames tab of the MasterBorder Properties palette after selecting all the frames you want. NetObjects Fusion turns off the borders for all frames in that MasterBorder.

Note: To combine frames with borders and frames without borders on the same page, you must script the frames. See Chapter 23, "Creating Custom HTML Framesets and Frames."

Setting Frame Properties

The Frame tab in the MasterBorder Properties palette contains visual and functional properties that you can set for each frame individually. To view and set the properties of a frame, select the frame, click the Frame tab in the MasterBorder Properties palette, and follow the appropriate procedure.

You can also assign actions to frames, just like other page objects. See Chapter 21, "Building Dynamic Pages," for information.

Adding Scroll Bars to Frames

With the User scrollable option on the Frame tab you can specify whether the site visitor's browser displays scroll bars around a specific frame.

1. In Page view, click the frame and select the Frame tab.
2. Select a User Scrollable option:
   - Yes: The browser always displays vertical and horizontal scroll bars in the frame, whether needed or not.
   - No: The browser never displays scroll bars, even if needed to display all objects in the frame. If the page content is larger than the frame itself, site visitors won't be able to see the entire page.
   - Auto: The browser displays scroll bars if the size of the page content requires them. Auto is the default setting.

Note: Due to the nature of HTML, links to anchors on a frame might not work if User Scrollable is set to No.

Making Frames Resizable

If you want a site visitor to be able to drag the frame border, making the frame larger or smaller, you can set the User Resizable Frame option.

1. In Page view, click the frame and select the Frame tab.
2. Select User Resizable Frame if you want site visitors to be able to resize the frame.

Note: HTML frame borders must be visible so the site visitor can drag them to specify a new size. If User Resizable Frame is not available, return to the AutoFrames tab and check the Generate HTML frame borders option.

Setting the Frame Background

You can set the frame's background to the current SiteStyle background, a solid color, or a picture.

1. In Page view, click the frame and select the Frame tab.
2. In the Background color section of the Frame properties tab, set the background options:
   - To use the background color of the current SiteStyle, select SiteStyle.
   - To set the frame background to a different color, select Solid color. If the solid color shown is not the one you want, click either the Color pop-up menu or the Colorwheel icon and select a color from the Color Picker. Then click OK. The selected color fills the frame background.
   - To use a picture in the frame background, select Picture. The File Open dialog box appears. Navigate to and select either an image asset already included in the site, or a new image file located elsewhere. If the picture is smaller than the frame, it is automatically tiled to fill the frame.

Laying Out the Page

You have three options for designing pages and laying out your content:

- You can design your pages by positioning content with pixel-level precision. The position-based approach uses Layouts and Layout Regions as content containers and preserves your position-based layout by generating pages consisting of either HTML or CSS code.
- You can lay out pages using a text-based approach. With text-based design you can preserve the flow of content by embedding objects in text boxes or table cells. Text-based page layout generates lean and efficient HTML code that responds effectively to variations in browser and font size. If your page design is based on rows of content—as in a spreadsheet or other tabular arrangement—you can lay out all or part of your page in tables. Each table cell functions as a text box, into which you can embed any kind of object.
- You can include hand-coded HTML pages in your NetObjects Fusion site. In the HTML-based approach, you incorporate external HTML pages as part of your site by referencing them as objects on a page, or the page itself. NetObjects Fusion can manage the assets required by the original page. See Chapter 19, "Referencing and Editing External HTML," for information.

No matter which approach you take, you don't have to worry about differences among browsers. NetObjects Fusion publishes your site using Everywhere HTML—generated HTML that displays correctly in both Microsoft Internet Explorer and Netscape Navigator.

This chapter describes how to use these techniques to lay out the body of your page:

- **Creating Layouts, Layout Regions, and text boxes**
- **Modifying the appearance and properties of each container**
- **Determining which approach to use for page layout**
- **Using design priorities to determine page layout method and HTML output method**

Using Layouts

The Layout is the default container that makes up the body of the page. It is surrounded on all four sides by the MasterBorder. When you publish a page, a single HTML file containing all the objects and properties of the MasterBorder and the Layout is created. The dimensions of the published page are determined by the combined size of the Layout and the MasterBorder.

When you create a new page, NetObjects Fusion automatically assigns it a default Layout. You can also create multiple Layouts, which are an effective way to prototype page designs and toggle between sets of content. When you preview or publish your site, NetObjects Fusion publishes each page according to the currently selected Layout.

Controlling Layout Appearance

You can control various characteristics of the Layout's appearance in Page view.

- You can show or hide the MasterBorder by selecting it from the View menu. NetObjects Fusion publishes each page with its MasterBorder, whether it is visible or not in Page view. See "Modifying and Creating MasterBorders" on page 6-3 for information.
- You can show or hide Page view's visual aids: page labels, object icons and outlines, grid, and rulers and guides. You can toggle these on or off by selecting the option you want to hide or show from the View menu. Hiding or showing the Layout's visual aids does not have an impact on the published site.
- You can change the Layout margins by dragging the Layout handles. See "Changing Layout Size" on page 7-5 for information.

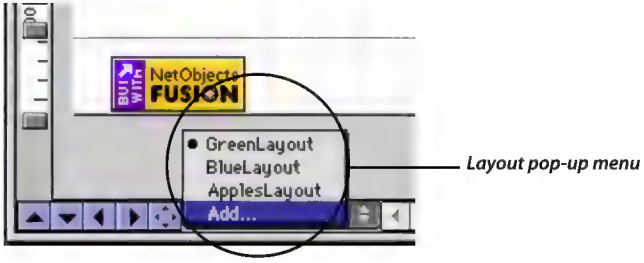
Creating and Selecting Layouts

Each page has a default Layout, defined by the Blank Site template. Each Layout is attached to a single page, unlike MasterBorders, which can be applied to any page in the site. There's no connection between Layouts on separate pages.

By default, the new Layout is named *Pagename*Layout, based on the current name of the page. For example, when you first add a new page, its page name is Untitled; until you rename that page, the default Layout is named UntitledLayout.

You can add multiple Layouts to a page, each with its own properties, design, and content. For example, you might use several Layouts so you can prototype or publish several versions of the same page. You could also create separate Layouts for different versions of your site, such as English, French, media-rich, and text-only. When you publish the site, NetObjects Fusion publishes each page using the Layout currently selected for that page.

The name of the currently selected Layout appears in the Layout drop-down list in the lower-left corner of Page view. In the example below, GreenLayout is the current Layout; if you publish this page, NetObjects Fusion generates this page with that Layout's content.



To create a new Layout for a page:

1. Go to the page in Page view.
2. Select Add from the Layout pop-up menu.

   A new, blank Layout appears. Any content on the previous Layout is stored with that Layout.
3. Change the Layout name as needed. See "Renaming a Layout" on page 7-4 for information.
4. Add objects to the Layout, and modify the Layout's properties—such as size, background, or HTML output options—as needed.

To display a different Layout for a page, select it from the Layout pop-up menu.

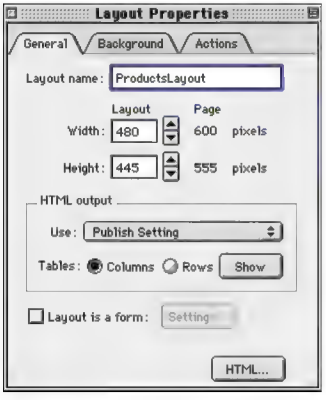
Renaming a Layout

Each Layout you add to a page is given the name of *Pagename*Layout. NetObjects Fusion does not require Layout names to be unique, but you might find it easier to keep track of multiple Layouts if they have meaningful names.

To rename a Layout:

1. If the Layout currently displayed in Page view is not the one you want to rename, select the correct Layout from the Layout pop-up menu at the bottom left of the NetObjects Fusion window.
2. Click the Layout, or select it from the Object Tree.

   The General tab of the Layout Properties palette appears.



3. Enter a new Layout name in the Layout name field of the General tab. Use letters and numbers only; Layout names cannot have spaces, hyphens, underscores, or other special characters, and they cannot begin with a number.
4. Press Tab or click elsewhere on the page.

   The name of the Layout changes and the Layout pop-up menu is updated.

You can also use the Object Tree window to change the name of the Layout. See "Locating and Renaming Objects" on page 4-12 for information.

Changing Layout Size

There are three ways to change the size of a Layout. You can:

- Set its Width and Height properties to specific values on the Layout Properties palette.
- Show Rulers and Guides and drag the Layout handles into place at the width and height you want.
- Automatically limit the size of the Layout to be no larger than the size required by the objects it contains.

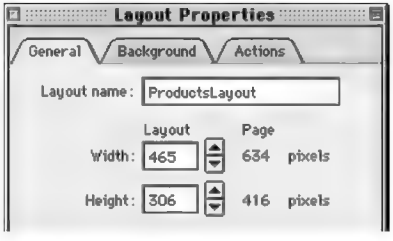
Regardless of the method you choose, there are a few guidelines for controlling Layout dimensions:

- The minimum allowable size of a Layout is controlled by two things: the location and size of any objects placed on the page, and the location and size of any objects in the MasterBorder. You can't make a Layout smaller than the space required by its current contents in their current locations. You also can't make a Layout smaller than the space required by the size and location of its MasterBorder contents.
- The unit of measurement for Layout dimensions is set on the Page tab of the Preferences dialog box. To set the unit of measurement, select Preferences from the Edit menu. See "Setting Preferences" on page 1-12 for information.

Setting a Specific Layout Size

1. In Page view, click the Layout, or select it from the Object Tree.

   The General tab of the Layout Properties palette appears.



2. Set specific Layout dimensions by entering a number in the Width and Height fields.

If the number you want is lower than the minimum allowable size, NetObjects Fusion displays a message and offers to set the Layout size to the minimum allowable size.

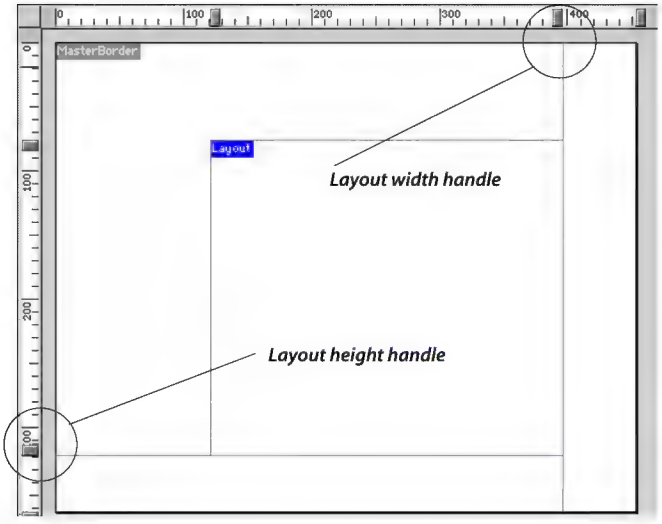
Note: Page Width and Height are display-only fields that calculate the total dimensions of the page by adding the MasterBorder to the Layout. A standard page size is 600 pixels in width; any size over that might force site visitors to scroll their browsers left or right to see the entire page.

Sizing a Layout by Dragging

1. In Page view, if rulers are not visible, choose Rulers & Guides from the View menu.
2. Click the Layout width handle in the top ruler bar and drag it to the Layout width you want.

   NetObjects Fusion displays a tip that reports in pixels the distance of the handle from the top left corner of the page. It also adjusts the MasterBorder handle as needed to maintain the bottom border height.
3. Click the Layout height handle in the left ruler bar and drag it to the Layout height you want.

NetObjects Fusion displays a tip that reports in pixels the distance of the handle from the top left corner of the page. It also adjusts the MasterBorder handle as needed to maintain the bottom border height.



The Layout and MasterBorder maintain a complete rectangle. If you change the width of the Layout, the widths of the top and bottom borders expand or shrink as needed. If you change the height of the Layout, the heights of the left and right borders change as needed.

Shrinking the Layout Automatically

- In Page view, from the Object menu, select Size Layout to Objects.

  The Layout height and width are reduced to the minimum size required by the MasterBorders and the current size and placement of objects on the page.

Note: You can significantly reduce the size of the HTML file NetObjects Fusion generates for your page if you shrink the Layout. Your pages can also benefit from shrinking the size of the MasterBorder: see "Resizing a MasterBorder" on page 6-5 for information.

Adding Objects to the Layout

The Layout is the default container for the page, and can contain any object. To add objects to a Layout, you can either:

- Select the appropriate tool and create the object directly within the Layout.
- Paste the object into the Layout from the Clipboard.
- Drag and drop any object that you can place with a tool.

For information on adding a specific type of object to the Layout, see the appropriate section for that object.

Setting the Layout's HTML Output Method

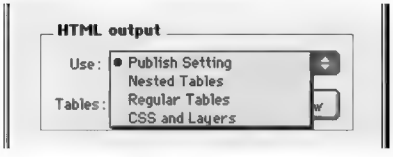
You can specify an HTML output method that determines what type of HTML code NetObjects Fusion produces for the current Layout. This Layout-specific HTML method overrides the method used to publish the site. The site publishing method is assigned in the Publish Setup dialog box; see "Setting the Site's HTML Output" on page 26-7 for information.

See "Selecting HTML Output" on page 5-3 for descriptions of the HTML output options and their effects.

1. In Page view, click the Layout, or select it from the Object Tree.

   The General tab of the Layout Properties palette appears.

2. In the HTML output section of the General tab, select the HTML output method you want from the Use pop-up menu:



   - **Publish Setting** generates the Layout using the output method specified for the entire site, as assigned in the Publish Setup dialog box. This is the default output method for a Layout.

- **Nested Tables** uses nested table tagging and other features of the 3.2 HTML specification. This is the default choice for the Publish Setting that controls the HTML output for the whole site.
- **Regular Tables** uses basic HTML table tagging to deliver your design and content for this Layout only.
- **CSS and Layers** uses Cascading Style Sheet Positioning code, layers, and scripts to position and publish the content of this Layout only.

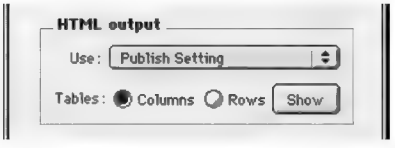
Setting the Table Formatting Preference for Layouts

If you are using Nested Tables HTML output for this Layout, you can set the table formatting preference NetObjects Fusion protects when it publishes the site. This setting determines whether the horizontal or vertical relationship between objects on this Layout is more important.

To set the table formatting for the current Layout:

1. In Page view, click the Layout, or select it from the Object Tree.

   The General tab of the Layout Properties palette appears.



2. In the HTML output section of the General tab, select:
   - Columns to preserve the vertical relationship between the Layout's objects. This is the default.
   - Rows to preserve the horizontal relationship between the Layout's objects.

   See "Preserving Your Design Intentions" on page 5-2 for information on selecting the table formatting preference.

3. To preview the impact of your selection on the current size and placement of your Layout's objects, press and hold the Show button.

   NetObjects Fusion hides any grid lines, guide lines, and object borders in the Layout and displays solid grey lines that show where it is dividing the Layout into rows and columns.

Defining the Layout as a Form

To make a page collect data and function as an HTML form, you can use the Form Area tool to place multiple forms on a single Layout or MasterBorder, or you can set the Layout itself to function as a single form. See "Creating a Form" on page 17-2 for information on creating multiple forms on a page.

To set the Layout to function as a single form:

1. In Page view, click the Layout, or select it from the Object Tree.

   The General tab of the Layout Properties palette appears.

2. Select Layout is a form.

Note: You cannot set the Layout to function as a form if it contains one or more Form Areas. If the Layout is a form option is selected, you cannot place another Form Area on the page.

3. To assign the form processing settings to the Layout, click Settings and enter your settings in the Form Settings dialog box.

   See Chapter 17, "Designing and Implementing Forms" for information on creating forms and determining form processing settings.

Adding HTML and Scripts to a Layout

You can also add custom scripts or HTML code to a Layout. When NetObjects Fusion publishes the site, it can include your custom scripts or code in three places:

- Between the page's <HEAD> and </HEAD> tags
- Inside the page's <BODY> tag
- At the beginning of the page's body section, before the rest of the page content

To add HTML code or scripts to a Layout:

1. In Page view, click the Layout, or select it from the Object Tree.

   The General tab of the Layout Properties palette appears.

2. Click the HTML button.

   The Page HTML dialog box appears.

3. Enter your HTML or scripts in the text box of the appropriate tab, then click OK.

See Chapter 22, "Working with HTML Directly" for a full explanation of custom scripting.

Setting Layout Background Properties

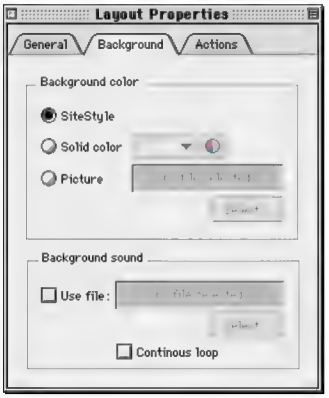
You can control the appearance of each Layout by setting its background properties. You can assign a background color, place an image in the background, or attach a background sound that plays when a visitor views the page.

Setting the Layout Background Color

1. In Page view, click the Layout, or select it from the Object Tree.

   The General tab of the Layout Properties palette appears.

2. Select the Background tab.



3. Select a Background color option:

   SiteStyle sets this Layout background to the default background color specified by the current SiteStyle, which you selected in Style view.

   Solid color sets this Layout background to a solid color of your choice. The current color appears in the sample box. To select a different color, click either the Color pop-up menu to choose a browser safe color, or click the Colorwheel icon to select a color from the Color Picker.

   Picture specifies the image file that displays as the background of the Layout. The current selection, if there is one, displays in the sample box. To select a new or different image, click Select. In the File Open dialog box, select the image file you want to use for the background. If the picture is smaller than the Layout, the browser automatically tiles the image as needed. For more information on using the File Open dialog box, see "Editing a Picture" on page 10-14.

Adding or Changing a Layout Background Sound

You can assign a sound to play when a site visitor views the page. You can use sound files in **.au**, **.aiff**, **.midi**, or **.wav** formats. The sound can play once, or continuously.

1. In Page view, on the Background tab of the Layout Properties palette, click the Use file: checkbox in the Background sound area.

- If a sound file is already selected, its name appears in the sample box. To select a different sound file, click Select.

  The File Open dialog box appears.

2. Choose a sound file from your hard disk, CD-ROM, or LAN and click Open.

   The selected sound file appears in the sample box.

3. To make the sound repeat while the page is open, select Continuous loop.

   The selected sound plays when you preview the page.

Note: Site visitors must have a sound board, speakers, and a browser that supports background sounds installed on their computers to hear background sound. To preview and test sounds, your system must also be appropriately configured. Some sound formats also require support from the Web server. For more information about using sound files on various platforms, see "Inserting a Sound File" on page 15-12.

Changing the MasterBorder Selection

Although the MasterBorder is not a property of the Layout, each Layout also records the MasterBorder currently applied to it. If you switch between Layouts on the same page, each Layout displays the MasterBorder that was last applied to it.

You cannot change the MasterBorder from the Layout Properties palette; you can only change MasterBorders on the MasterBorder Properties palette. See "Changing MasterBorders" on page 6-8.

Making Layouts Dynamic

You can make Layouts dynamic by assigning actions to them. For example, you can make a Layout's background change colors when the site visitor's mouse pointer passes over it, or make an alert box display when the site visitor clicks in the Layout. You can also make a Layout the target of an action assigned to another object.

See "Building Dynamic Pages" on page 21-1 for information about making pages and objects dynamic, and the procedures for adding actions to Layouts and objects.

Using Layout Regions

A Layout Region is a container that you use to group objects in a defined area on the page. Layout Regions are independent page segments that you can place, size, and control independently from the rest of the Layout.

There are four key aspects to using Layout Regions:

- If your page design includes multiple objects, you can group those objects within a Layout Region. When you move a Layout Region on the page, all its embedded objects move with it and maintain their positions relative to each other and the Layout Region. This makes it easier to design, manipulate, and manage multiple objects or multiple groups of objects on a page.

  You can also send cascading action messages to the Layout Region, and it will pass the message to all of objects embedded within it. This makes it easier to create and manage groups of objects with similar or related actions, and to use actions efficiently. See "Building Dynamic Pages" on page 21-1 for information on adding and cascading actions.

- You can embed a Layout Region within a text box. This gives you position-based placement of the objects within the Layout Region, while the rest of the page is arranged in a text-based layout. The embedded Layout Region can be aligned within the text box, just like any other embedded object.

  This combines precise positioning of key content with the efficient HTML output of a text-based layout—taking advantage of both alternatives. See "Embedding Objects in a Text Box" on page 7-25 for specific information.

- You can assign to a Layout Region a different HTML output method from that used for its parent Layout. For example, you can overlap objects within a Layout Region set for CSS and Layers output, while the rest of your page or site is formatted using Nested Tables. Site visitors with advanced browsers get the overlapped effect, without making the rest of your page or site incompatible with older browser versions.

See "Selecting HTML Output" on page 5-3 for an explanation of these HTML output methods. See "Setting the Layout Region's HTML Output" on page 7-17 for information on assigning an HTML output method to a Layout Region.

- You can designate a Layout Region as a form and embed form objects within it. You can create multiple forms on a single page by placing each form in its own Layout Region. See "Defining the Layout Region as a Form" on page 7-19 for more information.

Creating Layout Regions

Layout Region tool

1. In Page view, select the Layout Region tool from the Tool palette.
2. Draw the Layout Region at the place you want it on the Layout. Nudge or drag it into position as needed. To resize the Layout Region, select it, then drag its object handles as needed.
3. Embed objects in the Layout Region.

A Layout Region is an object; you can manipulate it or set its properties like other objects. You can:

- Set background properties such as background color or transparency. See "Setting Layout Region Background Properties" on page 7-19.
- Align, distribute, arrange, and size Layout Regions in relation to other objects on the page. See "Aligning and Distributing Objects" on page 4-13.
- Add HTML scripts to a Layout Region. See "Accessing an Object's HTML" on page 22-6.

If you move the Layout Region, all objects embedded inside move with it and maintain their positions within the Layout Region. You can group objects within a Layout Region to reposition groups of objects on the page.

Adding Objects to a Layout Region

Like a Layout, a Layout Region can contain any object: text, pictures, media, or even other Layout Regions. To add objects to a Layout Region, you can either:

- Select the appropriate tool and create the object directly within the Layout Region borders.

- Drag objects into the Layout Region from elsewhere on the page:
  - To make the Layout Region expand as needed to contain the object, drag the top left corner of the object into the Layout Region.
  - When you place or create objects in a Layout Region, the Layout Region border changes to a thick outline, indicating the object is contained in the Layout Region.
  - When the pointer changes into the embedded object symbol, you can drop the object.

Embedded Object symbol

You cannot paste an object inside a Layout Region. Once you place objects in a Layout Region, you can replace, move, or modify them as needed, just as if they were on the Layout.

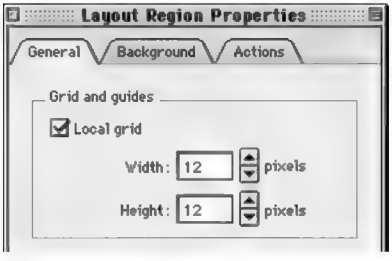
Displaying the Layout Region Grid and Guides

To make it easier to place objects precisely in the Layout Region, you can display an alignment grid that is independent from the grid displayed within the Layout. The Layout Region grid always displays in pixels. You can set it to any scale; the default is 50 percent of the grid for the page. See "Setting Preferences" on page 1-12 for information on setting the page grid.

To display and modify the Layout Region grid:

1. In Page view, select the Layout Region.

   The General tab of the Layout Region Properties palette appears.



2. Select Local grid.
3. Set the width and height of the local grid.

Setting the Layout Region's HTML Output

You can specify what type of HTML code NetObjects Fusion produces for the current Layout Region. The HTML output setting overrides the method NetObjects Fusion uses to publish the parent container for the Layout Region.

For example, if the Layout Region is placed on a page's Layout, you can set its HTML output method to override the method used for that Layout, which, in turn, can be set to override the site's publishing method. If you embed a Layout Region inside another Layout Region, the embedded Layout Region can have an HTML output setting that overrides the HTML output produced for the parent Layout Region.

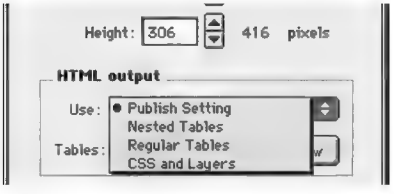
See "Selecting HTML Output" on page 5-3 for descriptions of the HTML output options and their effects.

To specify the HTML output method that NetObjects Fusion uses to produce this Layout Region:

1. In Page view, select the Layout Region.

   The General tab of the Layout Region Properties palette appears.

2. In the HTML output section of the General tab, select the HTML output method you want from the Use pop-up menu:



   - **Publish Setting** generates the Layout Region using the output method specified for the parent container in which the Layout Region is embedded.

   - **Nested Tables** uses nested table tagging and other features of the 3.2 HTML specification. Nested Tables is the default choice for the Publish Setting that controls the HTML output for the whole site.

- **Regular Tables** uses basic HTML table tagging to deliver your design and content for this Layout Region only.
- **CSS and Layers** uses Cascading Style Sheet Positioning code, layers, and scripts to position and publish the content of this Layout Region only.

See "Selecting HTML Output" on page 5-3 for more information on these HTML output choices. See "Setting the Site's HTML Output" on page 26-7 for information on setting the Publish Setting property.

Setting the Table Formatting Preference for Layout Regions

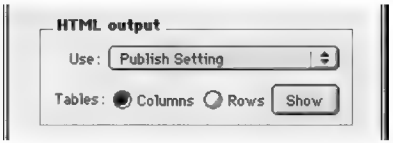
If you use Nested Tables as the HTML output method for this Layout Region, you can set the table formatting preference NetObjects Fusion protects when it publishes the site. This setting determines whether the horizontal or vertical relationship between objects in this Layout Region is more important.

To set the table formatting for the current Layout Region:

1. In Page view, select the Layout Region.

   The General tab of the Layout Region Properties palette appears.

2. In the HTML output section of the General tab, select:



   - Columns to preserve the vertical relationship between the Layout Region's objects. This is the default.
   - Rows to preserve the horizontal relationship between the Layout Region's objects.

See "Preserving Your Design Intentions" on page 5-2 for information on selecting the table formatting preference.

Defining the Layout Region as a Form

You can define a Layout Region as a form in two ways:

- You can create a new form area and set its container to be a Layout Region. See "Creating a Form" on page 17-2 for information on creating new form areas.
- You can set any existing Layout Region to function as a form area.

Using either method, you can place multiple Layout Regions on the same page, and have each Layout Region contain its own form objects and function as an independent form. To publish forms that are compatible with the broadest range of browser versions, use Regular Tables as the HTML output method for Layout Regions you define as forms.

To define an existing Layout Region as a form:

1. In Page view, select the Layout Region.

   The General tab of the Layout Region Properties palette appears.

2. Set the HTML output option to Regular Tables in the Use pop-up menu.
3. Check the Layout Region is a form option.

4. Click Settings to enter your form processing settings for this Layout Region in the Form Settings dialog box. See Chapter 17, "Designing and Implementing Forms" for information on creating forms and determining form processing settings.

Setting Layout Region Background Properties

You can control the appearance of each Layout Region by setting the background color or placing an image in the background:

1. In Page view, select the Layout Region.

   The General tab of the Layout Region Properties palette appears.

2. Select the Background tab.

3. Select a Background color option:

   - **Transparent** makes this Layout Region transparent, so the background color or image assigned to the Layout underneath shows through.

   - **Solid color** sets this Layout background to a solid color of your choice. The current color appears in the sample box. To select a different color, click either the Color pop-up menu to choose a browser-safe color, or click the Colorwheel icon to select a color from the Color Picker.

   - **Picture** specifies the image file that displays as the background of the Layout Region. The current selection, if there is one, displays in the sample box. To select a new or different image, click Select to display the File Open dialog box, and select the image file you want for the background. If the picture is smaller than the Layout Region, the browser automatically tiles the image as needed. For more information on using the File Open dialog box, see "Editing a Picture" on page 10-14.

Making Layout Regions Dynamic

You can make Layout Regions dynamic by assigning actions to them. For example, you can make a Layout Region's background change colors when the site visitor's mouse pointer passes over it, or make a Layout Region "fly in" to its proper location when the page finishes loading in the visitor's browser.

You can also make a Layout the target of an action assigned to another object.

See "Building Dynamic Pages" on page 21-1 for a discussion of making pages and objects dynamic, and the procedures for adding actions to Layout Regions and other objects.

Using Text Boxes

The text box not only serves the basic purpose of holding the words and sentences of your text: it also works as a container for other kinds of objects. You can type or paste text into a text box—and you can also embed pictures, sound objects, tables, and any other object into that text box. When you do so, you are using the text box as a layout container for your page's content.

When you use a text box as a layout container, you do not have pixel-level control over embedded objects. For example, you do not insert a picture object in a text box, and then drag it to the location you want. Instead, you embed the object at a selected point in the text and then adjust its placement using HTML alignment, positioning, and text-wrapping choices.

The resulting pages that NetObjects Fusion publishes, however, have extremely lean HTML code and load relatively quickly in the site visitor's browser.

Additional text box functions not directly related to your use of the text box as a page layout method— such as creating and applying styles, formatting text, and inserting custom HTML tags — are discussed in Chapter 8, "Designing with Text."

Sizing a Text Box

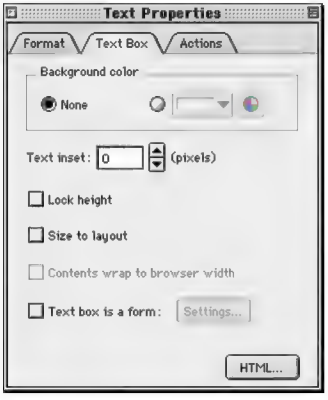
When you create or select a text box, you can control four aspects of its size: the width and internal margins, the minimum height, and the scaling of the text box to the full width of the Layout or the browser window. To size a text box:

Text tool

1. In Page view, either select an existing text box or draw a new text box using the Text tool from the Tool palette.

   The Text Properties palette appears.

2. Select the Text Box tab if it's not already shown.



3. To set the margins inside the text box, enter a Text inset value.
4. To set the width of the text box, select it and drag its object handles to stretch or shrink the text box as needed. The text box is always the width you set for it, unless you size it to the layout, as described in "Scaling a Text Box to the Layout" on page 7-23.

Setting the Text Box Minimum Height

You can set the minimum height of a text box, so no matter how much or how little you put into it, the text box will always be at least the specified height. This also means the text box never shrinks to a smaller size than specified; that is, it doesn't adjust its height based on the size of the browser display font.

For example, text displayed on a Macintosh is smaller than text displayed on Windows 95 or Windows NT. When a locked text box is viewed in a Macintosh-based browser, the text takes up less room—but because the text box has a locked-in minimum size, the browser has to leave blank space at the bottom of the text box.

The maximum height of the text box—as displayed in the site visitor's browser—is determined by the amount of content within it, and by the browser font size used to display any text it contains.

To set the minimum height for a text box:

1. In Page view, select an existing text box, or create a new text box using the Text tool from the Tool palette.
2. Select the Text Box tab on the Text Properties palette.
3. Select Lock height on the Text Box tab.
4. Select the text box and drag its object handles to the minimum height you always want the text box to require.

Scaling a Text Box to the Layout

To use a text box as the only layout container on the page:

Text tool

1. In Page view, select an existing text box, or create a new text box using the Text tool from the Tool palette.
2. Embed all Layout objects in the text box or place them in the MasterBorder.

> **Note:** Layout objects left outside the text box will be overlapped by the text box when you size it to the Layout. Unless you want this overlap—and use CSS and Layers HTML output to support it—you must clear the Size to layout option, resize the text box, and embed, move, or remove the objects. Then you can reselect the Size to layout option.

3. Select the text box.

   The Text Properties palette appears.
4. Select the Text Box tab if it's not already shown.

5. Select Size to layout.

   The text box expands to fill the Layout.

Scaling Text Box Contents to the Browser Window

To make your text-based Layout as flexible as possible, you can also configure NetObjects Fusion to format the content of a text box so it maximizes itself within the site visitor's browser window. To scale a text box's content to the browser window:

1. In Page view, click any visible MasterBorder, or select the MasterBorder from the Object Tree.

   The General tab of the MasterBorder Properties palette appears.

2. Using the Name pop-up menu, select the ZeroMargins Master Border.

   This MasterBorder is provided by default with NetObjects Fusion; if it has been deleted, you must create a new MasterBorder of your own name with no margins. See "Creating a New MasterBorder" on page 6-6 for information.

3. Select an existing text box, or create a new text box using the Text tool from the Tool palette.

4. Embed all objects on the Layout into the text box.

5. On the Text Box tab of the Text Properties palette, select both Size to layout and Contents wrap to browser width.

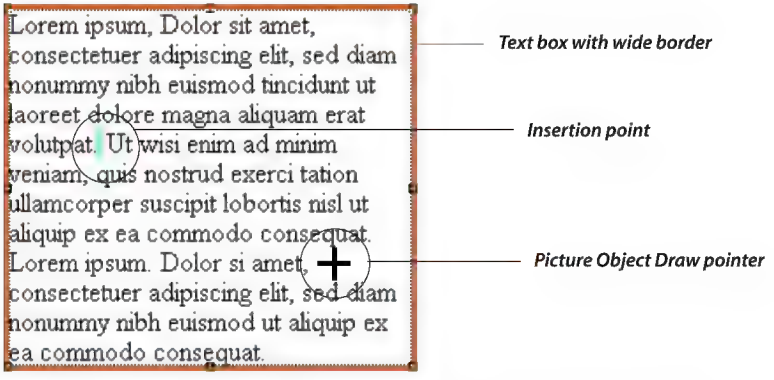
   When you publish this page, NetObjects Fusion generates HTML that makes the contents of the text box adjust to the size of the browser window.

Embedding Objects in a Text Box

There are three ways to embed objects into a text box. You can:

- Drag-and-drop existing objects into the text box from elsewhere on the page.
- Create new objects using any object creation tool except the Text tool by drawing the new object inside the text box. The Text tool defaults to an insertion point inside a text box. To embed a text box within a text box, you must drag-and-drop it.
- Insert new objects at the current insertion point, either by pasting or using the Insert Object command from the Text menu.

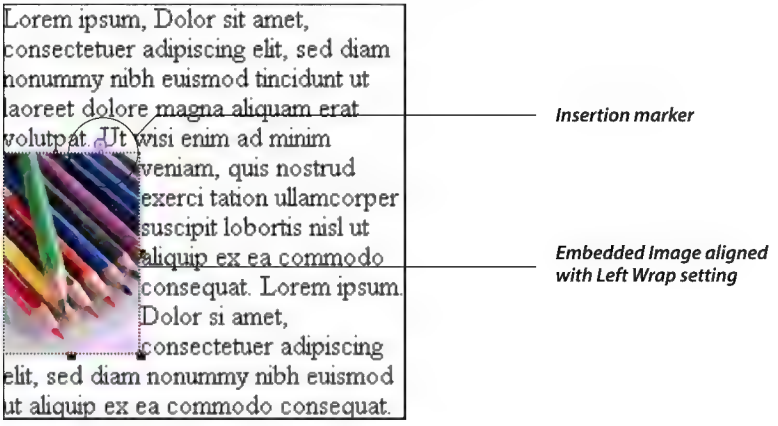
No matter which embedding method you use, the insertion point appears within the text as an aqua vertical bar.


Lorem ipsum, Dolor sit amet, consectetuer adipiscing elit, sed diam nonummy nibh euismod tincidunt ut laoreet dolore magna aliquam erat volutpat. Ut wisi enim ad minim veniam, quis nostrud exerci tation ullamcorper suscipit lobortis nisl ut aliquip ex ea commodo consequat. Lorem ipsum. Dolor si amet, consectetuer adipiscing elit, sed diam nonummy nibh euismod ut aliquip ex ea commodo consequat.
Text box with wide border
Insertion point
Picture Object Draw pointer

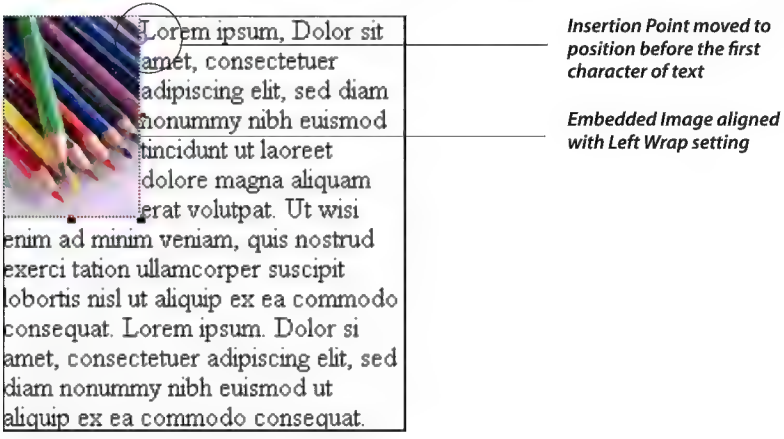
When you embed an object, NetObjects Fusion positions the object in a default location within the text box, according to its type:

- Pictures are placed inline at the insertion point.
- Text, tables, sound, video, and other objects are placed one line below the insertion point, flush left.

You can then use the options on the object's Align tab to arrange that object within the text box. If your object is not inline on the text line, NetObjects Fusion displays an insertion marker to show the insertion point.


Lorem ipsum, Dolor sit amet, consectetuer adipiscing elit, sed diam nonummy nibh euismod tincidunt ut laoreet dolore magna aliquam erat volutpat. Ut wisi enim ad minim veniam, quis nostrud exerci tation ullamcorper suscipit lobortis nisl ut aliquip ex ea commodo consequat. Lorem ipsum. Dolor si amet, consectetuer adipiscing elit, sed diam nonummy nibh euismod ut aliquip ex ea commodo consequat.
Insertion marker
Embedded Image aligned with Left Wrap setting

You can move an embedded object by dragging its insertion point into place. When you select the object, the insertion point is displayed, and you can manipulate its location as needed. For example, to place the embedded object on the top line of the text box, place or move its insertion point before the first character of text.


Lorem ipsum, Dolor sit amet, consectetuer adipiscing elit, sed diam nonummy nibh euismod tincidunt ut laoreet dolore magna aliquam erat volutpat. Ut wisi enim ad minim veniam, quis nostrud exerci tation ullamcorper suscipit lobortis nisl ut aliquip ex ea commodo consequat. Lorem ipsum. Dolor si amet, consectetuer adipiscing elit, sed diam nonummy nibh euismod ut aliquip ex ea commodo consequat.
Insertion Point moved to position before the first character of text
Embedded Image aligned with Left Wrap setting

Embedding Existing Objects with Drag and Drop

1. In Page view, select the Text tool from the Tool palette and create a text box.
2. Select an object elsewhere on the page and drag it into the text box.

   The text box boundary indicates the object will be embedded.
3. Position the drag-and-drop insertion point at the place in the text where you want to insert the object.
4. Drop the object.
5. Position the object within the text box where you want it. See "Aligning Objects in a Text Box" on page 7-28 for information.

Creating New Embedded Objects

1. In Page view, select the Text tool from the Tool palette and create a text box.
2. Select the tool for the object you want to create and embed.

   Note: Because the Text tool defaults to edit mode when you select it and click within a text box, you can't draw a text box inside another text box. If you want to embed a text box within a text box, you have to either insert the text box using the Object menu, or create it outside the text box and then drag it into place.
3. Position the starting point of the object at the position in the text where you want to insert the object, then draw its outline.

   The File Open dialog box appropriate for that type of object appears.
4. Select the object source file that you want to embed and click Open.
5. Position the object within the text box where you want it. See "Aligning Objects in a Text Box" on page 7-28 for more information.

Inserting Objects into Text Boxes

1. In Page view, select the Text tool from the Tool palette and create a text box.
2. To insert a new object, click the insertion point at the position in the text where you want to insert the object.
3. From the Text menu, select Insert Object, then select the type of object you want to insert.

   The File Open dialog box appropriate for that type of object appears.
4. Select the object source file you want to embed, and click Open.

   NetObjects Fusion embeds that object.
5. Position the object within the text box where you want it. See "Aligning Objects in a Text Box" on page 7-28 for more information.

You can also use this method to embed an object by pasting:

6. Copy or cut the object from another page or location.
7. Click the insertion point at the position in the text box where you want to insert the object.
8. Select Paste from the Edit menu.
9. NetObjects Fusion inserts the object.
10. Position the object within the text box where you want it. See "Aligning Objects in a Text Box" for information.

Aligning Objects in a Text Box

Once you embed an object in a text box, you can position it as needed using the options on the Align tab of the Properties palette for the object. The options shown for each type of object reflect the alignment attributes supported by HTML.

For example, in HTML coding you can create a horizontal or vertical margin around an image: on the Align tab of the Picture Properties palette, you can set a horizontal or vertical space around a picture object.

Depending on the type of object you selected, NetObjects Fusion displays some combination of the following alignment options. Each option's icon shows:

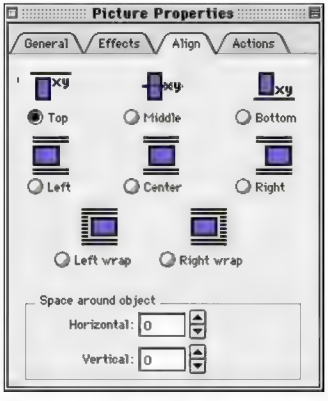
- Vertical alignment of the object to the text line: top, middle, or bottom.
- Horizontal alignment of the object to the text box, without text wrapping: left, center, or right.
- Horizontal alignment of the object to the text box, with text wrapping: left align plus text wrap, and right align plus text wrap. The name refers to the placement of the object, not the location of the text wrap. If you want the object to be embedded at the top left of the container, move the pointer to the absolute beginning of the text in the text box.
- Blank space around the object, in horizontal, vertical, or both dimensions.

Aligning Embedded Objects

1. In a text box in Page view, select an embedded object.

   The General tab of the object's Properties palette appears.

2. Select the Align tab of the palette. The figure below shows the Align tab for a picture object.



3. Select a vertical alignment option as appropriate for the object type.
4. Select a horizontal alignment option that is either wrapped or not wrapped, as appropriate for the object type.
5. Enter a spacing value for the object, if appropriate.

Defining the Text Box as a Form

You can set any text box that contains form objects to function as an HTML form. If you have form objects in a text box that is not defined as a form, the red exclamation point error signal appears in the corner of the form objects.

To define a text box as a form:

1. In Page view, select the text box.

   The Text Box tab of the Text Properties palette appears.

2. Select Text box is a form.

3. Click Settings to enter your form processing settings for this text box in the Form Settings dialog box.

See Chapter 17, "Designing and Implementing Forms" for information on creating forms and determining form processing settings.

Making Text Boxes Dynamic

You can make text boxes dynamic by adding actions to them. For example, you can make a text box display a transition effect such as Wipe or Peek when the site visitor's mouse pointer passes over it, or make the text box "fly in" to its proper location when the page finishes loading in the visitor's browser. You can also make a text box the target of an action assigned to another object.

See "Building Dynamic Pages" on page 21-1 for a discussion on making pages and objects dynamic, and the procedures for adding actions to text boxes.

You can also add actions to a text link contained within a text box. See "Assigning an Action to a Text Link" on page 21-17 for information.

Using Tables for Page Layout

If your page design or page content is tabular, you can use a NetObjects Fusion table to control the layout of the entire page. Each cell within the table is a text box, with all the attributes and controls of a text box outside the table. You can embed any objects within the cell, arrange them using each object's alignment properties, and wrap text around other objects.

To use a table for your page layout: add a table object, size it by hand to fill the Layout, and add content as needed. See "Laying Out the Page" on page 7-1 for detailed information on creating and modifying tables.

Using External HTML for Page Layout

You can also lay out your page using hand-coded HTML. You can incorporate external HTML pages as part of your site by referencing them as objects on a page, or the page itself. NetObjects Fusion makes no changes to the original HTML, but it will manage the assets required by the original page if told to do so. See "Referencing HTML from Page View" on page 19-4 for information on incorporating external HTML pages.

Selecting Layout Method

There's no single "best way" to lay out your pages; your circumstances will determine which method works best for selected pages. The pros and cons of each method are highlighted below.

Text Box Considerations

If efficient, lean HTML pages are more critical to your site visitors than precise placement of your content, use a text box for your page layout.

Text Box Advantages

- NetObjects Fusion generates extremely efficient HTML code for your site. HTML files load fast, and your site visitors experience a responsive site.
- Text within the text box flows around other embedded objects automatically, so you don't have to create multiple text boxes to achieve a text-wrap effect.
- If the text box is the size of the Layout and you have chosen the ZeroMargins MasterBorder, you can set the text box to resize itself to the size of the browser window. When your site visitor views the page, it rewraps itself as necessary to fit within and fill the browser window.
- You can use any of NetObjects Fusion's HTML output types: nested tables, regular tables, or CSS and Layers.
- You can present tabular or columnar data in a NetObjects Fusion table, each cell of which consists of a text box.

Text Box Limitations

- You give up pixel-level control of the layout and design of your page, and use alignment choices to control the placement of objects.

Layout Considerations

If precise placement of your content is more critical to your site visitors than efficient, lean pages—or if you have individual pages that you want to publish using a specific HTML output method, different from the rest of the site— then use the Layout as the container for your page layout.

Layout Advantages

- You have pixel-level control of the layout and design of your page.
- You can drag-and-drop objects into their proper locations with ease.
- You can specify the HTML output type for any individual Layout; this lets you isolate any advanced content—which can exclude site visitors who are using lower-version browsers—from the rest of your site.

- Layouts support the column or row priority for page formatting; this means your pages will adjust more predictably to your site visitor's font and display configuration.

Layout Limitations

Using the Layout as your page container has the following limitations:

- Position-based pages require more HTML code to achieve pixel-level placement of content, so your HTML files will be larger.
- Text cannot flow around other objects unless they are embedded in a text box. If you want to create the text wrap effect you have to create multiple text boxes.
- You can size the Layout as you see fit, but you cannot set the Layout to wrap to the width of your site visitor's browser. If the browser window is wider than your page, the page's background will fill in; if the window is smaller than your page width, your site visitor has to scroll right or left.

Layout Region Considerations

In some respects, Layout Regions represent a "best of both worlds" option for laying out your page. Like Layouts, Layout Regions offer pixel-precise placement and a choice of HTML output methods—but they can be embedded in text boxes. So, if you need precise placement or specific output for *some* content, but want NetObjects Fusion to generate efficient, lean pages, you can use text boxes as your main layout container, and embed Layout Regions for selected content.

Layout Region Advantages

- You have pixel-level control of the layout and design of content within the Layout Region.
- You can embed the Layout Region within a text box, which combines the benefits of both containers.
- You can specify the HTML output type for any individual Layout Region, so you can isolate advanced content that can exclude site visitors who are using lower-version browsers.

- Layout Regions support the column or row priority for page formatting; this means that selected sections of your page, when contained in a Layout Region, can adjust more predictably to your site visitor's font and display configuration.

Layout Region Limitations

- Text cannot flow around other objects unless they are embedded in a text box. If you want to create the text wrap effect, you have to create multiple text boxes within the Layout Region.
- You can size the Layout Region, as you see fit, but you cannot maximize it to the full Layout size, nor can you set the Layout Region to wrap to the width of your site visitor's browser.

Design Priorities and Method Choices

Use the table to determine which combination of layout methods and HTML output methods best supports your site design priorities.

If your priority is...	Suggested page layout method	Suggested HTML output method
Lean, efficient HTML and fast browser load time	Text box or page-sized table	Nested Tables
Precise placement control for objects	Layout and/or Layout Region(s)	Nested Tables
Maximizing usability for site visitors with older browsers	Text box sized to Layout	Regular Tables
Absolute control over minimum text box height	Text box with size locked	Nested Tables
Precise placement control for selected content, but lean HTML otherwise	Text box for page with embedded Layout Region for selected content	Nested Tables
Wrapping text around images and other objects	Text box and/or table	Nested Tables
Overlapping selected objects	Text box for page; overlapped objects in Layout Region embedded in the text box	Nested Tables for site; CSS and Layers for Layout Region containing overlapped objects
Wrapping page to varying browser sizes	Text box sized to Layout with content wrapped to browser	Nested Tables
Drag-and-drop placement of objects while designing the page	Layout and/or Layout Region	Nested Tables
Horizontal or row-based content flow such as spreadsheets or other tabular data	Table sized to page	Nested Tables
Delivering objects with actions or other DHTML effects only to advanced browsers	Text box and/or table	CSS and Layers

If your priority is...	Suggested page layout method	Suggested HTML output method
Delivering objects with actions or other DHTML effects to greatest number of browser versions	Text box for page; objects with actions in Layout Region embedded in the text box	Nested Tables for site; Regular Tables for Layout Region containing objects with actions
Using cascading actions	Text box for page; embedded Layout Regions containing objects with actions, grouped for cascading messages	Nested Tables

Designing with Text

When you want to add text to a NetObjects Fusion page, you create a text box, then add, edit, and format the text within the box. You can also place objects in a text box and wrap text around the objects. Any object you can place on a page you can also add to a text box, including sounds, videos, plugins and Java applets, as well as pictures and lines.

Using a text box as a container can help reduce the size of your HTML code. See Chapter 7, "Laying Out the Page," for information.

This chapter describes how to design with text. It includes:

- **Working with text boxes**
- **Adding text and symbols**
- **Applying, creating, and modifying text styles**
- **Formatting text**
- **Wrapping text around objects**
- **Inserting HTML tags and importing HTML pages**
- **Creating and editing fields**
- **Checking spelling**
- **Finding and replacing text**
- **Counting words, lines, paragraphs, and characters**

Working with Text Boxes

In NetObjects Fusion, a text box is a container into which you can add text and embed other types of objects. How you select a text box determines what you can do with it.

To select a text box for text editing:

Text and Selection tools

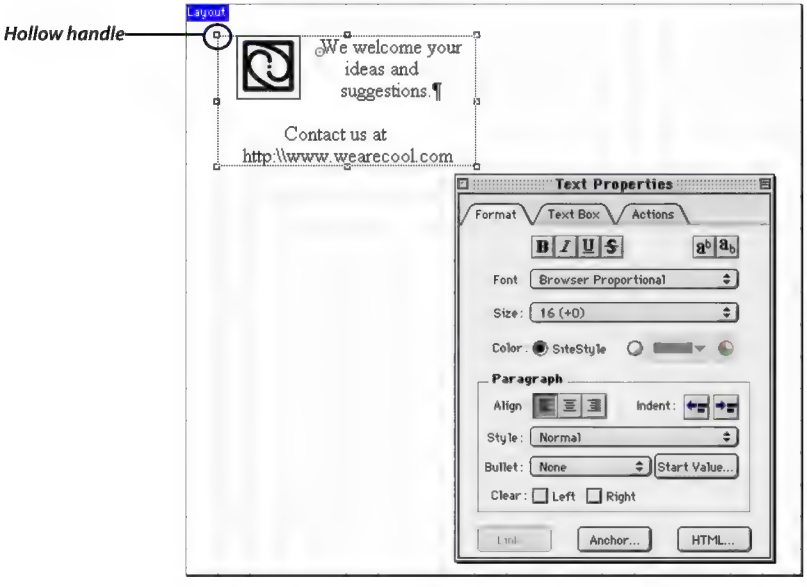
- Choose the Text tool from the Tool palette, then ⌘+click in the text box. Or, using the Selection tool, either select the text box and press Return, or double-click in the text box.

To select a text box as an object:

- Using the Selection tool, click inside the text box.

Working with a Text Box in Edit mode

When a text box is in edit mode, the handles around the text box are hollow, and NetObjects Fusion displays the Format tab, as well as the Text Box and Actions tabs, on the Text Properties palette.

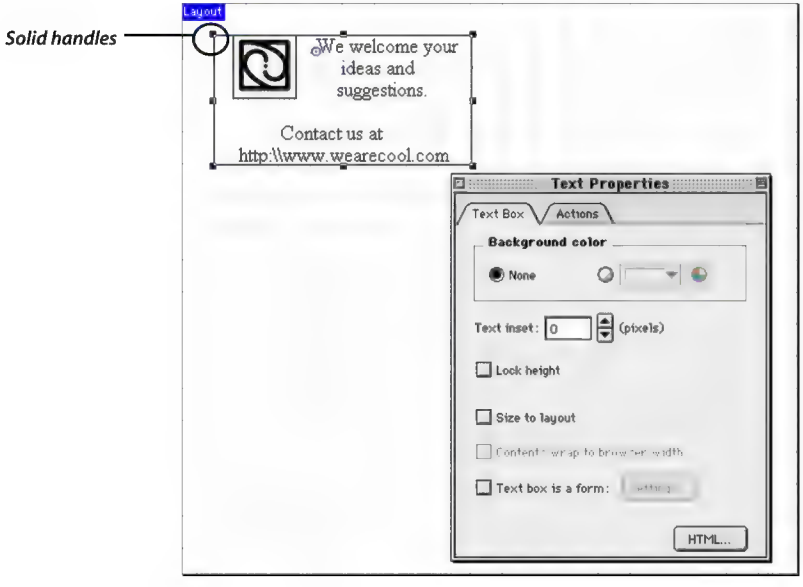


When a text box is a in edit mode, you can:

- Add, edit, and format text.
- Add, edit, and format paragraphs, including creating simple and multi-level bulleted and numbered lists.
- Change the appearance of text by selecting font, font size, and font style and assigning a color to the text.
- Create text styles so you can replicate and update paragraph formatting easily.
- Insert HTML tags. See "Inserting HTML in a Text Box" on page 22-11 for information.
- Import an HTML page.
- Link text to images or other text. See Chapter 14, "Creating Links and Anchors."

Working with a Text Box as an Object

When the text box is selected as an object, the handles are solid and NetObjects Fusion only displays the Text Box and Actions tabs on the Text Properties palette.



When the text box is an object, you can:

- Cut, copy, and move the text box.
- Place objects in the text box.
- Delete the text box and all its contents.

Adding Text

You add text to a page in one of three ways:

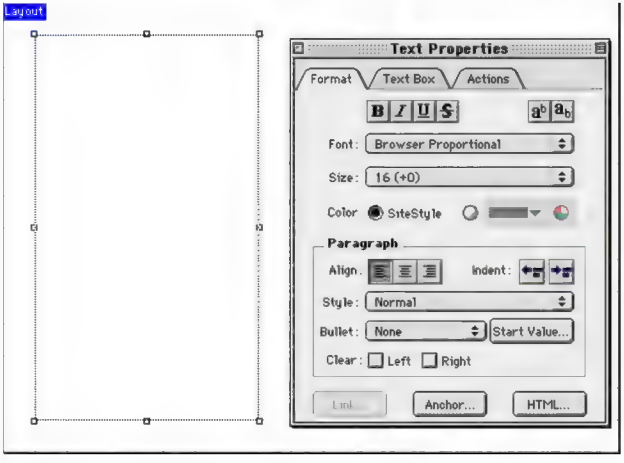
- Using the Text tool
- Dragging and dropping a text file
- Pasting text from the Clipboard

Using the Text Tool

Text tool

1. In Page view, select the Text tool from the Tool palette, then draw a box on the page.

   The text box appears on the page in text edit mode and the Format tab of the Text Properties palette appears.



2. Type or paste text in the text box.

   Text wraps to the width of the text box.

Dragging and Dropping a Text File

- Using the Finder, locate the text file, select it, then drag and drop it onto the page.

  The text appears on the page in a text box. The text box is in edit mode and the Format tab of the Text Properties palette appears.

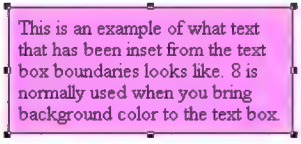
Pasting Text from the Clipboard

1. Cut or copy the text from its original source, such as a word processing file.
2. In Page view, click where you want to place the text on the page.
3. From the Edit menu, choose Paste.

   The text appears on the page in a text box. The text box is a text editor and the Format tab of the Text Properties palette appears.

Setting Text Box Properties

1. In Page view, click in the text box, then click the Text Box tab.
2. Select None to eliminate text box background color, or click either the Color pop-up menu to select a browser-safe color or the Colorwheel icon to select a background color from the Color Picker. See "Choosing Colors" on page 1-8 for information.


This is an example of what text that has been inset from the text box boundaries looks like. 8 is normally used when you bring background color to the text box.

3. If you added a background color to the text box, specify the number of units you want to inset the text within the text box.

Note: Insetting text from the text box boundaries creates a new table in HTML.

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4. Select Lock height to keep the text box from contracting to fit with the text. This is the recommended setting. Locking the height of a text box helps preserve object location when browser-related font changes occur.
5. Select Size to layout to make the text box the page's Layout. See "Using Text Boxes" on page 7-21.
6. Select Text box is a form and click Settings to make the text box a form. See Chapter 17, "Designing and Implementing Forms."

Applying Text Styles

Text styles are predefined sets of font and paragraph formats. Text styles are a convenient way to specify, replicate, and update paragraph formatting.

1. In Page view, if the text box in which you want to apply Text styles is not in edit mode, choose the Selection tool and double-click in the text box.
2. Click anywhere in the paragraph you want to format.

   Select multiple consecutive paragraphs if you want to apply the style to multiple paragraphs.
3. In the Paragraph section on the Text Properties palette, select the appropriate text style from the Style pop-up menu.

Formatting Text and Paragraphs

Text normally assumes the font assigned to it by a browser, but NetObjects Fusion lets you assign unique fonts to your text. If the specified font is installed on the site visitor's system, HTML 3.x-compatible browsers display it. If the font is not installed, the browser checks a substitution table before using its default font. You can find the substitution table in **NetObjects System:fontmap.txt**, and edit it with any text editor.

The Text Properties palette contains the options you can use for formatting selected characters and whole paragraphs when you want specific formatting for one-time use. For repeated formatting of paragraphs, use a text style as explained in "Applying Text Styles" on page 8-6.

Note: You can format selected characters only in text boxes or table cells. On a stacked page, you can format selected characters in formatted text fields, but in simple text fields, all characters have the same format. For more information on data fields, see Chapter 20, "Data Publishing."

To format text properties, in Page view, select the Text tool, then double-click in the text box in which you want to format text or paragraphs to put the text box in text edit mode.

Formatting Text

1. In Page view, select the text you want to format.
2. Select a font from the Font pop-up menu on the Text Properties palette.
3. Click a font style button to assign characteristics—bold, italic, underline, and strikethrough—to the text.

Font style buttons

Click a font effects button to superscript or subscript the text.

Font effects buttons

4. Select the size you want to assign to the text from the Size pop-up menu.
5. To assign a color other than the SiteStyle color to the text, click either the Color pop-up menu to select a browser-safe color or the Colorwheel icon to select a color from the Color Picker. See "Choosing Colors" on page 1-8 for information.

Formatting Paragraphs

Using the Text Properties palette, you can select left, right, or centered paragraph alignment, indent a whole paragraph, or create a simple bulleted or numbered list. See "Creating Multi-Level Numbered and Bulleted Lists" on page 8-8 for more information.

Note: Due to limitations in HTML standards, you cannot insert a Tab character in a text box—for example, to indent the first line of a paragraph. You can only indent a whole paragraph. While you are editing a paragraph, Tab and Shift+Tab are keyboard shortcuts for indenting and unindenting the paragraph.

To format a paragraph:

1. In Page view, click in the paragraph you want to format.
2. In the Paragraph section of the Text Properties palette, click the appropriate alignment button to align the paragraph.
3. To indent the paragraph, click one of the indent buttons.
4. To use a color other than the SiteStyle color for the paragraph, click either the Color button or the Colorwheel icon and select a color from the Color Picker.
5. To create a simple numbered or bulleted list, select an option from the Bullet pop-up menu.
6. To start a numbered list with a value other than 1 or A, click Start Value, enter a number in the Start value field in the Start Value dialog box, then click OK.

Creating Multi-Level Numbered and Bulleted Lists

You can create a bulleted or numbered list with multiple levels. For example, you can create a bulleted list that contains subordinate bullets.

- This is an example of a level 1 bullet.
  - This is an example of a level 2 bullet.
    - This is an example of a level 3 bullet.

You can also create a numbered list that has subordinate paragraphs within the list:

1. This is an example of the first level in a multi-level numbered list.
   a. This is an example of the second level in a multi-level numbered list.

2. This an example of the first level in a multi-level numbered list.

To create a multi-level numbered or bulleted list:

1. In Page view, double-click in the text box, then type the text you want to include in the list. Make each item in the list a separate paragraph.
2. Click in the first paragraph of the list, then select a list type from the Bullet pop-up menu. If you select a numbered list and want to start the list with a value other than 1 or A, click Start Value and enter a number in the Start Value dialog box. Then click OK.
3. If you want this paragraph to be indented, click the right indent arrow.
4. Select the paragraph or paragraphs you want to make subordinate to the one you selected in the previous step.
5. Use the right indent arrow to indent the subordinate paragraph so it is to the right of the superior paragraph. Then select a list type from the Bullet pop-up menu.
6. Select the next paragraph you want to be a superior paragraph. Indent it to the same level as the paragraph you formatted in step 2.

   The paragraph adapts the list style you selected in step 2 to the current paragraph. If you selected a numbered list style, the paragraph is numbered sequentially. For example, if you selected a roman numeral list style starting at 1 in step 2, the current paragraph is numbered "II."

Creating and Modifying Text Styles

You can create your own text styles and add them to the Style list or modify the default text styles included with NetObjects Fusion.

Text styles can be based on other text styles. For example, if you create text styles for headings, you could specify the formatting for the H1 style, then create an H2 text style that is based on H1. You would only have to specify formatting that differs from H1; for example, the font size or style.

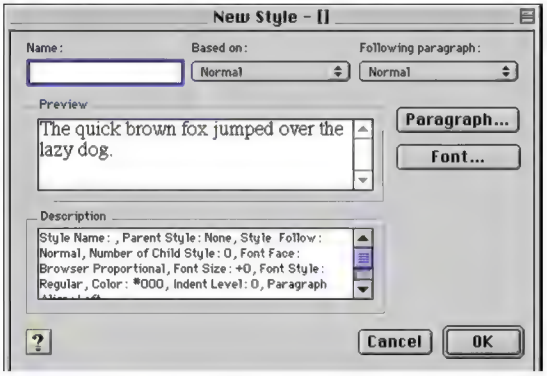
Creating a Text Style

1. In Page view, from the Text menu, choose Edit Text Styles.

   The Text Styles dialog box appears.

2. Click New.

   The New Style dialog box appears.


New Style - []
Name:
Based on:
Normal
Following paragraph:
Normal
Preview
The quick brown fox jumped over the lazy dog.
Paragraph...
Font...
Description
Style Name: , Parent Style: None, Style Follow: Normal, Number of Child Style: 0, Font Face: Browser Proportional, Font Size: +0, Font Style: Regular, Color: #000, Indent Level: 0, Paragraph
Cancel
OK

3. Enter a name for the new text style and if you like, select a text style on which to base this new style from the Based on pop-up menu.

4. From the Following paragraph pop-up menu, select the text style you want to appear automatically after the style you are creating. Leave it blank if you want the following paragraph to be the same style as the one you are creating.

5. Click Paragraph to modify paragraph settings.

   The Paragraph dialog box appears. Set the options you want:

   - Specify the number of units you want to indent the paragraph in the Indent level section.
   - If you are creating a text style for a list, either select a bullet type or a numbered list option from the Bullet list.

   Note: To start a numbered list with a value other than 1 or A, click the Start Value button in the Text Properties dialog box and enter a number in the Start value field of the Start Value dialog box. Then click OK.

   - Specify how you want the paragraph to be aligned by selecting an option in the Alignment section.

   Click OK in the Paragraph dialog box.

6. In the New Style dialog box, click Font to select another font or modify the size, style, effect, or color of the font. If you don't want to modify the font, skip to step 8.

   The Font - [*style name*] dialog box appears.

   - Select the font, font style, and size you want to specify for the text style. The font size numbers represent size relative to your site visitor's default browser font size.
   - In the Effects section, click the check box for the effect or effects you want to specify for the style.
   - To assign a color other than the SiteStyle color to the text, click either the Color pop-up menu to select a browser-safe color or the Colorwheel icon to select a background color from the Color Picker.

   Click OK in the Font dialog box.

   The changes appear in the Preview and Description sections of the New Style - [*style name*] dialog box.

7. In the New Style dialog box, click OK.

   The new style is added to the Styles list of the Text Styles dialog box.

8. Click Done.

Modifying Styles

1. In Page view, from the Text menu, choose Edit Text Styles.

   The Text Styles dialog box appears.

2. Select the style you want to modify, then click Edit.

   The Change Style - [*format name*] dialog box appears.

3. In the Change Style dialog box, you can change any of the options assigned to the paragraph.

   For information on this dialog box, see "Creating a Text Style" on page 8-10.

4. When you are finished, click OK in the Change Style dialog box.

5. In the Text Styles dialog box, click Done.

   NetObjects Fusion updates any paragraph to which you applied the style with the new description.

Modifying Styles by Example

You can also modify a text style by formatting a paragraph then reapplying the style.

1. In Page view, select a paragraph that is in the style you want to modify, so the style name is displayed in the Paragraph section of the Text Properties palette.

2. Select the text and use the Properties palette to change it to the font, size, style, color, and alignment you want.

3. Now select the style again from the Style list.

The Reapply Style dialog box appears, showing the name of the selected style.

4. Select Redefine the style using the selection as an example and click OK.

Note: If you select Reapply the formatting of the style to the paragraph, you lose all your changes and the paragraph returns to its original settings for that style.

The selected style now has the changed format, and all paragraphs with that style are updated.

Inserting Symbols

You can insert special symbols, such as an em dash, copyright symbol, registered trademark symbol, and so on.

1. In Page view, if necessary, double-click inside a text box to put it in text edit mode.
2. Click where you want to insert the symbol.
3. Select Insert Symbol from the Text menu.
4. Select the symbol you want to insert from the Insert Symbol dialog box, then click Insert.

   The symbol appears in the text.

Wrapping Text around Objects

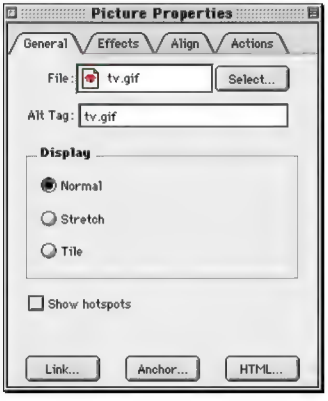
You can wrap text around objects by embedding the object in a text box.

Text tool

1. In Page view, select the Text tool from the Tool palette and draw a box on the page.
2. Select the appropriate tool from the Tool palette and embed the object in a text box.

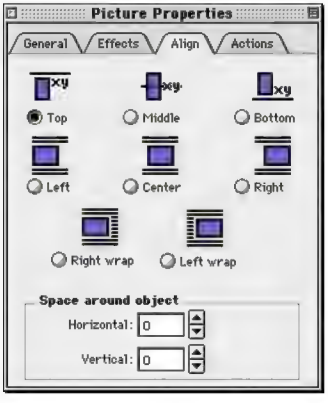
   See "Embedding Objects in a Text Box" on page 7-25 for information.

   The Picture Properties palette appears.



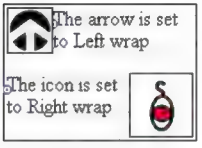
3. Click Align.

   The Align tab appears.



4. Set the wrap options you want.
   - In the Alignment section, select the appropriate wrap option. If you select Left wrap, the text wraps around the right side of the object; if you select Right wrap, the text wraps around the left side of the object.
   - In the Space around object section, specify the amount of space you want to leave between the image and the text.
5. Enter the text.

   The text wraps around the object according to your specifications. For example:



Setting Paragraphs to Clear Wrapped Objects

You can force the paragraph that follows a wrapped paragraph to clear the wrapped object.

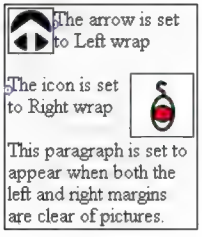
Text tool

1. In Page view, select the Text tool from the Tool palette and draw a box on the page.
2. Select the appropriate tool from the Tool palette and embed the object in a text box. Specify how you want the text to wrap around the object in the Align tab on the Picture Properties palette.
3. Enter the text and press Return.

   To embed another object, continue to step 4. Otherwise, skip to step 5.
4. If you want, embed another object and specify how you want the text to wrap around it. Enter the text, and then press Return.
5. In the Paragraph section of the Format tab of the Text Properties tab, do one of the following:

- Select the Clear: Left check box to restart the text at the first left margin that is clear of a picture.
- Select the Clear: Right check box to restart the text at the first right margin that is clear of a picture.
- Select both check boxes to restart the text when both the left and right margins are clear of a picture.

  The following is an example of how a paragraph following a wrapped paragraph looks when it is set to appear when the left and right margins are clear of pictures.


The arrow is set to Left wrap
The icon is set to Right wrap
This paragraph is set to appear when both the left and right margins are clear of pictures.

Creating and Editing Fields

NetObjects Fusion provides a list of fields you can include on your pages, such as the date and time the site was created or last modified, the site name and author, and so on. You can also define your own fields to include on your pages.

Inserting a NetObjects Fusion Defined Field

1. In Page view, double-click in the text box, then put the pointer where you want to insert the field.
2. From the Text menu, choose Insert Variable.

   The Insert Variable dialog box appears.
3. Select the type of field you want to insert from the Type pop-up menu.

If you select Date & Time, select a date format by clicking Date Format. Then select a format from the list displayed in the Date Format dialog box. Click OK.

4. Click OK in the Insert Variable dialog box.

Creating a User-Defined Variable

A user-defined variable is text or a phrase that is subject to change. For example, you might refer to a company's address. The address appears on many pages in your site. By creating a user-defined variable, you can insert the address as a field. When the address changes, you can edit the field as described in "Editing a Variable" on page 25-16. Then NetObjects Fusion automatically updates all the instances of the address in your site.

1. In Page view, double-click in the text box where you want to insert a user-defined variable.
2. From the Text menu, choose Insert Variable.

   The Insert Variable dialog box appears.
3. Select User defined Variable from the Type pop-up menu.
4. Click New.

   The New Variable dialog box appears.
5. Type a name and value for the field and click OK.

   The field appears highlighted in the Field list of the Insert Variable dialog box.
6. Click OK.

Formatting a Date & Time Field

1. In Page view, click the Date & Time field.
2. From the Text menu, choose Edit Variable.

   The Edit Variable dialog box appears.
3. Click Date Format on the Edit Variable dialog box, then select a new format from the Select format list. Click OK in the Date Format dialog box.
4. Click OK in the Edit Variable dialog box.

Checking Spelling

You can check the spelling of English language words using the spelling checker that is included with NetObjects Fusion. You can add words to a personal dictionary so they will no longer be flagged as misspelled. Your personal dictionary is a simple text file, so you can use any text editor to add or delete words.

The spelling checker checks one page at a time.

1. In Page view, choose the text you want to check.
   - To check all text boxes and tables on the page, select nothing.
   - To check a particular block of text or an individual word, select it.
2. From the Edit menu, choose Spell Check.

   If NetObjects Fusion does not recognize the word, it displays the word in the Not found field of the Spelling dialog box.
3. Choose to skip the selected word, replace it, or add it to your dictionary. Click:
   - Skip to ignore this instance of the word.
   - Skip all to ignore all instances on this page.
   - Replace to change this instance.
   - Replace all to change all instances on this page.

- Add to put the word in your personal dictionary.
- Suggest to see alternate spellings for the word in the Change to field. You can replace a misspelled word with a suggestion by double-clicking the suggestion.
- Options to choose U.S. or UK English, and to choose a location for your personal dictionary.
- Done to finish spelling check.

Finding Text

1. In Page view, choose Find from the Edit menu.
2. In the Search for field in the Find dialog box, type the word, letters, or phrase you want to find and select any options you want to use to narrow your search.
3. Click Find Next.

Replacing Text

1. In Page view, from the Edit menu, choose Replace.
2. In the Search for field in the Replace dialog box, type the text you want to replace.
3. In the Replace with field in the Replace dialog box, type the replacement text.
4. Select the options you want to use to narrow your search.
5. Click Find Next to find the next instance of the text you want to replace, then click Replace to replace it, or click Replace All to replace all instances of the found text with the replacement text.

Counting Words, Lines, and Paragraphs

- To get a word count for the current page, in Page view, choose Word Count from the Edit menu.
- To get a word count for a section of text, highlight the text, then choose Word Count from the Edit menu.

  The Page Word Count dialog box appears displaying a list of word, line, paragraph, and character counts. If your text box includes embedded objects, the line count is incremented for each embedded object.

Adding Tables

NetObjects Fusion 3.0 lets you add a table to a page, place the table, define its appearance, then add text into table cells, which are text boxes. You can embed objects in table cells as you would in text boxes.

This chapter includes information about:

- **Adding tables to your pages**
- **Selecting a table, a table cell, and a text box in a table cell**
- **Adding text and pictures to tables**
- **Modifying a table's appearance**

Working with Tables

Presenting information in tabular form is often an effective way to convey complex concepts and ideas. NetObjects Fusion makes it easy to add tables to a site.

Table cells are text boxes in which you can add text and embed objects. In table cells you can:

- Add text by typing or pasting it.
- Format text using text styles or by selecting individual paragraphs and words and specifying paragraph alignment, font, font size, and font style and effect.
- Embed objects. See "Embedding Objects in a Text Box" on page 7-25 for information.
- Wrap text around objects. See "Wrapping Text around Objects" on page 8-14 for information.
- Create a form. See Chapter 17, "Designing and Implementing Forms," for information.

The following is an example of a table with text and embedded objects.

Travel the World!	Cruise the Carribbean! Relax and enjoy yourself on a luxury liner as you sail to the island of St. Martin.	Enjoy fine wine and dining at all of our luxury vacation packages. Meals created by world-class chefs.
Camp in the Swiss Alps. You'll love the beauty, peace and tranquility. First class facilities available.	Tour France! Bicycle through the beautiful french countryside, and stay at a cozy bed & breakfast along the way.	Check us out! Call our 24-hour toll-free number and reserve your fantasy vacation today! 888-555-5555

Adding a Table

When you add a table to a page, you place it, specify the number of rows and columns, and define its appearance.

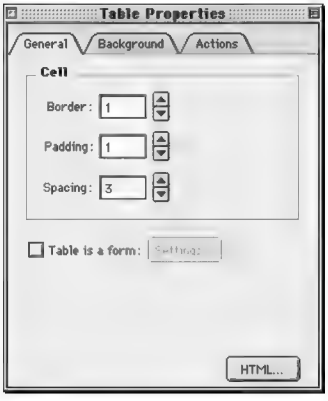
Table tool

1. In Page view, choose the Table tool from the Tool palette, then draw a box where you want the table to appear on the page.

   The Create Table dialog box appears.

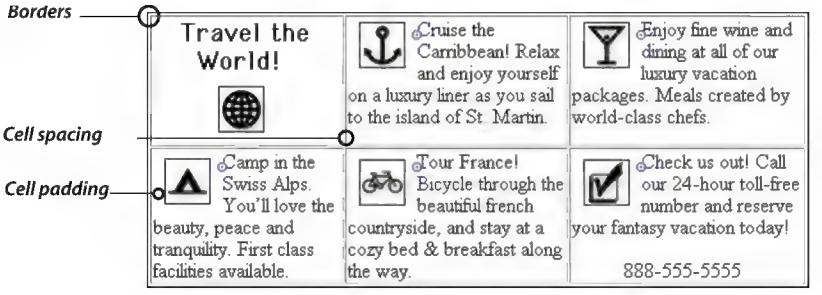
2. Select the number of columns and rows you want, then click OK.

   The table appears on the page and NetObjects Fusion displays the Table Properties palette.



3. In the Cell section of the General tab, define the appearance of the table. Specify:

   - The size of the border surrounding the table.
   - The padding: the amount of space you want to leave between the contents of a table cell and the cell boundaries.
   - The spacing between cells.


Borders
Cell spacing
Cell padding
Travel the World!
Cruise the Carribbean! Relax and enjoy yourself on a luxury liner as you sail to the island of St. Martin.
Enjoy fine wine and dining at all of our luxury vacation packages. Meals created by world-class chefs.
Camp in the Swiss Alps. You'll love the beauty, peace and tranquility. First class facilities available.
Tour France! Bicycle through the beautiful french countryside, and stay at a cozy bed & breakfast along the way.
Check us out! Call our 24-hour toll-free number and reserve your fantasy vacation today!
888-555-5555

4. To modify the cell's background color, click the Background tab, then click either the Color button or the Colorwheel icon to select a color from the Color Picker. Click OK.

Selecting a Table

Selection tool

- In Page view, select the Selection tool from the Tool palette, then click the table.

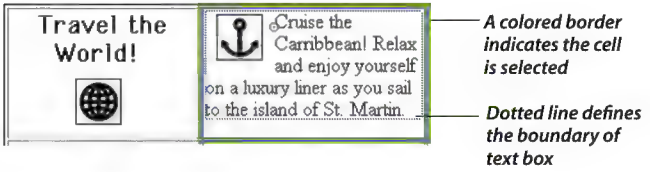
  Solid handles appear around the table. With the table selected you can:

  - Move the table on the page.
  - Delete the table.
  - Insert a row at the bottom of the table or delete the last row.
  - Add a rightmost column to the table or delete the rightmost column.
  - Resize columns and rows.

Selecting a Table Cell

- In Page view, select the Selection tool from the Tool palette, then double-click the table cell.

  A colored border appears around the selected cell and a dotted line appear around the text box.


Travel the World!
Cruise the Caribbean! Relax and enjoy yourself on a luxury liner as you sail to the island of St. Martin.
A colored border indicates the cell is selected
Dotted line defines the boundary of text box

  With the table cell selected, you can:

  - Add and format text.
  - Specify text box properties.
  - Insert objects.
  - Wrap text around objects.
  - Insert a row beneath the currently selected cell or delete the selected row.
  - Insert a column to the right of the currently selected cell or delete the selected column.

Selecting a Text Box in a Cell

1. In Page view, select the table cell by double-clicking it.

   A colored border appears around the table cell. With the text box selected you can:

   - Specify text box properties.

Making a Table Cell a Form

1. In Page view, double-click in the table cell.

   The Text Properties palette appears.

2. On the Text Box tab, select the Text box is a form option.

   See Chapter 17, "Designing and Implementing Forms," for information.

Adding Text and Objects to a Table Cell

1. In Page view, select the cell.
2. Type or paste text in the cell and format the text.

   The Text Properties palette appears. Text automatically wraps to fit the column size of the cell; the cell expands vertically to accommodate the text. See "Formatting Text and Paragraphs" on page 8-6 for information.

3. Embed objects and align them in the cell.

   For example, center a picture using options on its Align tab. See "Embedding Objects in a Text Box" on page 7-25 for information.

Modifying a Table

You can modify a table by changing the cell properties, adding and removing rows and columns, and resizing rows and columns.

Modifying Cell Properties

1. In Page view, select the table.

   The Table Properties palette appears.

2. In the Cell section of the General tab, adjust the border size, padding between the cell boundary and cell contents, and spacing between cells.
3. To modify the cell's background color, click the Background tab, then click either the Color pop-up menu or the Colorwheel icon to select a color from the Color Picker. Click OK.

Modifying a Cell's Text Box Properties

1. In Page view, select the cell.

   The Text Properties palette appears and displays the Format, Text Box and Actions tab.

2. Modify Text Box properties. See "Working with a Text Box as an Object" on page 8-3.

Resizing Columns and Rows

1. In Page view, select the table.
2. Point to the column or row you want to resize.

   The pointer changes to a horizontal arrow.

3. Click and drag the cell boundary to the new size.

Inserting a Row

1. In Page view, select the item above where you want the row to be inserted.

   - To insert a row at the bottom of the table, select the table.
   - To insert a row between two existing rows, select a cell in the row you want to be on top of the row you're inserting.

2. From the Object menu, choose Table, Add Row.

Removing a Row

1. In Page view, select where you want to delete the row.
   - To remove the last row in a table, select the table.
   - To remove a row from between two existing rows, double-click a cell in the row that you want to remove.
2. From the Object menu, choose Table, Remove Row.

Inserting a Column

1. In Page view, select where you want to insert the column.
   - To insert a rightmost column in your table, select the table.
   - To insert a column between two existing columns, double-click a cell in the column to the left of where you want to add the new column.
2. From the Object menu, choose Table, Add Column.

Removing a Column

1. In Page view, select the column you want to remove.
   - To remove the rightmost column, select the table.
   - To remove a column from between two columns, double-click a cell in the column you want to remove.
2. From the Object menu, choose Table, Remove Column.

Placing Pictures

Pictures are essential building blocks for any page design. This chapter describes how to add pictures to your site, then modify them. It includes:

- **Adding a picture**
- **Resizing a picture**
- **Cropping a picture**
- **Tiling a picture**
- **Rotating a picture**
- **Creating a border around a picture**
- **Creating a transparent GIF**
- **Moving and copying pictures**
- **Adding text to a picture**

Choosing an Image Format

To display a picture, most browsers require that the picture is stored in a Web-standard format. When you place an image on a page, NetObjects Fusion offers the following standard formats:

- Joint Photographic Experts Group (**.jpeg**, **.jpg**) supports 24-bit true color.
- Graphics Interchange Format (**.gif**) supports 8-bit, 256-color images. NetObjects Fusion also supports GIF 89, a format for transparency, interlacing, and animation. If your **.gif** is interlaced or transparent, NetObjects Fusion parses this information.

  NetObjects Fusion also supports animated **.gif**s. An animated **.gif** file contains multiple images that a browser plays in sequence. It adds movement to your pages without requiring browser plugins. You use a **.gif** animation program to create an animated **.gif** image and place it as you would any **.gif**.
- Portable Network Graphics (**.png**) supports any color-depth image. Web browsers require a plugin called PNGLive to view the image.

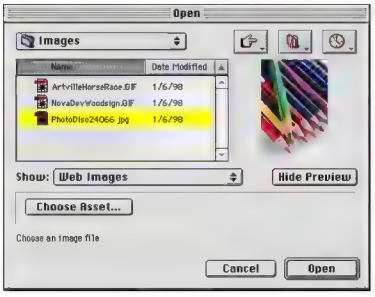
NetObjects Fusion includes sample pictures in the **NetObjects Fusion 3.0:Samples:Content:Images** folder. When you place a picture, NetObjects Fusion will only covert **.pict** images to **.gif** and **.jpeg** formats.

Adding Pictures

Picture tool

1. In Page view, choose the Picture tool from the Tool palette, and draw a box where you want to place the picture.

   The File Open dialog box appears.



2. Select the image file you want from your hard disk, CD-ROM, or LAN. A thumbnail preview of the selected picture appears on the right side of the dialog box.

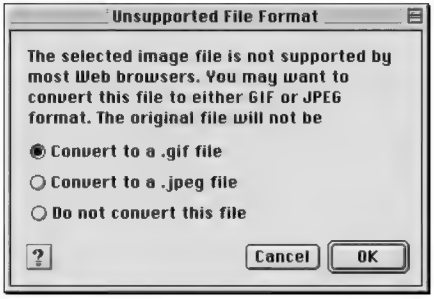
   NetObjects Fusion provides filters so you can view only the type of file you want to place. The filters are listed in the Show pop-up menu. You can select:

   - Web images, to view all image files that can be viewed using a Web browser, including **.gif**, **.jpeg**, **.jpg**, and **.png**.
   - All images, to view all files that are image files.
   - All files, to view all file types.

   You can also drag and drop an image file directly onto a NetObjects Fusion page from your desktop or the Finder.

3. Click Open to place the image in the box.

If you select a non-standard Web format, the following dialog box appears.

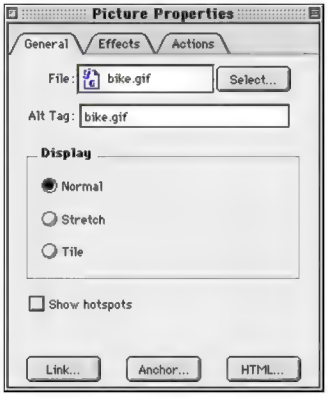

Unsupported File Format
The selected image file is not supported by most Web browsers. You may want to convert this file to either GIF or JPEG format. The original file will not be
Convert to a .gif file
Convert to a .jpeg file
Do not convert this file
Cancel
OK

- If you convert to **.gif**, NetObjects Fusion reduces the image to 256 colors.
- If you convert to **.jpeg**, NetObjects Fusion retains the color information of the original file.
- If you choose not to convert, NetObjects Fusion positions the image in HTML using the <EMBED> tag. This means only those browsers that have the appropriate plugin installed can view the image.

4. Choose the appropriate conversion format and click OK.

   If you choose an image in Web-standard format, the picture appears where you drew the box. The box snaps to fit the placed picture. The Picture Properties palette also appears.

5. Type a description of the picture in the Alt Tag field.



Note: The alt tag is not linked if the picture is an image map. See "Creating an Imagemap" on page 14-13 for information.

For information on how to manipulate the picture, see "Modifying a Picture." To place additional instances of a picture, see "Editing a Picture" on page 10-14.

You can also place an image by dragging and dropping it from the desktop or the Finder.

Note: When you use drag-and-drop to place a picture that is not in **.gif** or **.jpeg** format, NetObjects Fusion positions it in HTML using the <EMBED> tag instead of the <IMAGE> tag.

Modifying a Picture

Once you place a picture you can:

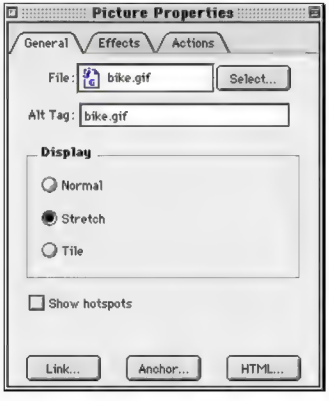
- Resize, crop, tile, or rotate it
- Add a border around it
- Change its transparency (**.gif** files only)
- Move or copy it
- Add text to it

Resizing a Picture

1. In Page view, select the picture you want to resize.

   The Picture Properties palette appears.

2. Set the picture's Display property to Stretch.



3. Drag any handle until the picture is the size you want.

   To size the picture proportionally, hold down the Shift key as you drag.

4. To return the picture to its original size, do either of the following:

   - From the Object menu, choose Restore Original Size.
   - Select Normal in the Picture Properties palette.

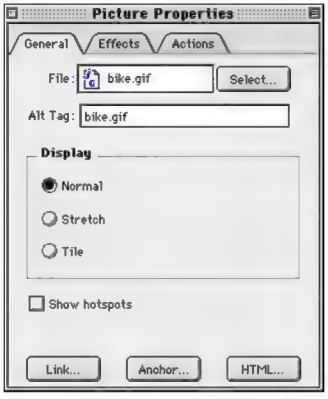
Cropping a Picture

You can crop a picture to make only a part of it visible. When you crop a picture, NetObjects Fusion creates a new image file that contains just the visible portion of the image. It does not change your original image file.

1. In Page view, select the picture you want to crop.

   The Picture Properties palette appears.

2. In the Display area of the Picture Properties palette, select Normal.



   When Normal is selected, you cannot make a picture larger than its original size.

3. Drag the lower-right handle, reducing the size of the box to crop the picture. To crop proportionally, hold down the Shift key as you drag.

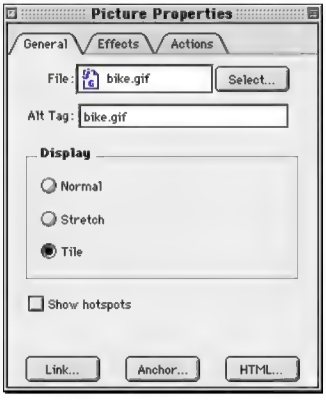
Tiling a Picture

You can create multiple instances of the picture within the box by tiling it. When you tile a picture, NetObjects Fusion creates a new image file that contains the tiled image. It does not change your original image file.

1. In Page view, select the picture you want to tile.

   The Picture Properties palette appears.

2. In the Display section of the Picture Properties palette, select Tile.



   NetObjects Fusion displays multiple images of the picture in the box. The images are the size of the picture as it is in the source file.

3. Drag any handle to display more or fewer tiled images.

Rotating a Picture

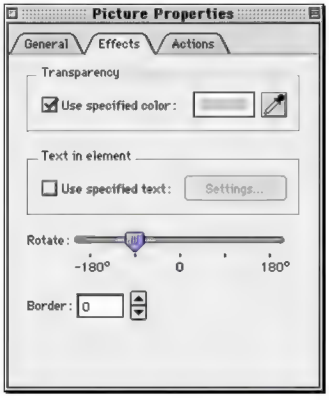
After you place a picture, you can rotate it in 90-degree increments. When you rotate a picture, NetObjects Fusion creates a new image file that contains the rotated image. It does not change your original image file.

1. In Page view, select the picture you want to rotate.

   The Picture Properties palette appears.

2. Select the Effects tab.

3. In the Rotate area, move the slider to the desired rotation.



Creating a Border Around a Picture

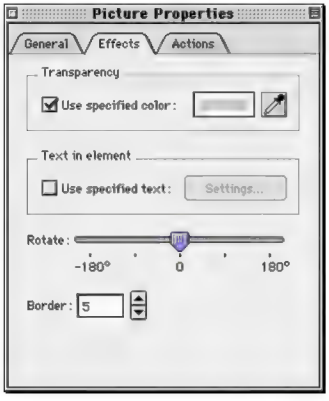
You can add a border of a specified thickness around a picture.

1. In Page view, select the picture for which you want to create a border.

   The Picture Properties palette appears.

2. Select the Effects tab.

3. In the Border field, specify the thickness of the border.



Creating a Transparent GIF

When you place a **.gif** image on a page, you can select one of its colors and make every pixel of that color transparent. Browsers display all pixels in the image except pixels marked transparent. Although only part of the image becomes transparent, a **.gif** with a transparent color is called a *transparent* **.gif**. You can use transparent **.gif**s to achieve a natural image shape rather than a rectangular one, or to silhouette an image against the page background.

File Edit View Go Bookmarks Options Directory Window
Netscape: Horse Racing
This is an ordinary GIF.
This GIF has a transparent background.

Only pixels of exactly the same color can be transparent. If the image background color is dithered, it might contain a mixture of different shades to approximate a color. An image without dithering in the background works best.

Note: Transparency only works with **.gif**s. You cannot set a transparency for a **.jpeg** or other image file format.

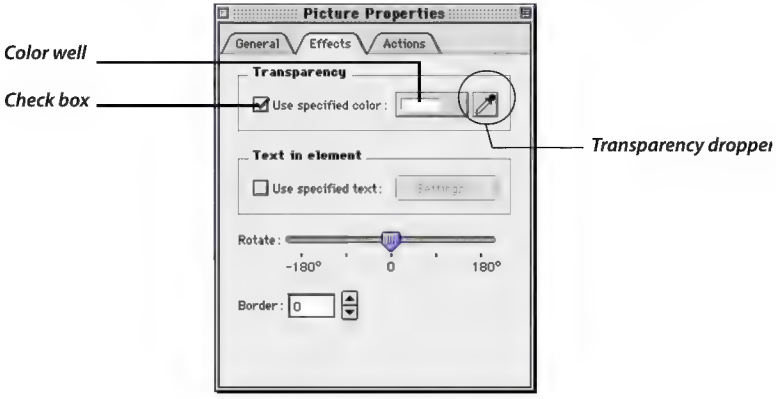
To create a transparent **.gif**:

1. In Page view, select the picture for which you want to create a transparent **.gif**.

   The Picture Properties palette appears.

2. Select the Effects tab.

3. Click the check box.
4. Click the Transparency dropper, then click the color in the picture that you want to make transparent. The selected color appears in the well.



   The Use specified color check box is selected, and NetObjects Fusion displays the color you selected in the box next to it.

5. To disable the transparency, clear the Use specified color check box.

Moving or Copying Pictures

You can move or copy pictures from layout to layout in Page view using the Cut, Copy, and Paste commands on the Edit menu. You can also copy a picture by holding down Option while you drag.

To move or copy a picture onto a different layout:

1. In Page view, select the picture you want to move or copy.
2. From the Edit menu, choose Cut or Copy.
3. Locate the target layout.

   The target layout can be on another page or it can be a different layout on the same page.

4. From the Edit menu, choose Paste.

   NetObjects Fusion pastes the picture into the new layout.

5. Reposition the picture, as necessary.

Note: To specify the position of an object *before* you paste it, cut or copy the object, click the page, and then paste the object. The upper-left corner of the pasted object appears at the point where you clicked the page.

Adding Text to a Picture

You can add text to a picture and format its font, size, and alignment. The text you add becomes part of a new image file when you publish the page containing the picture. Your original file is unchanged.

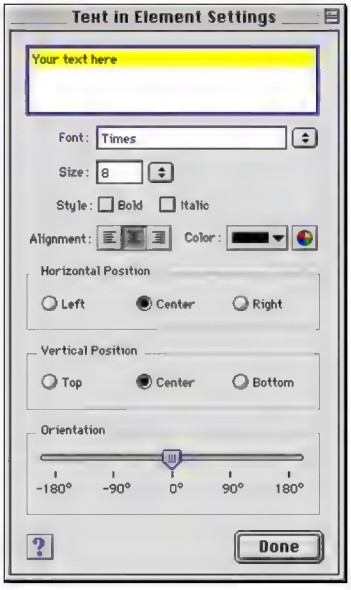
1. In Page view, select the picture to which you want to add text.

   The Picture Properties palette appears.

2. Select the Effects tab.

3. In the Text in element section of the Effects tab, select Use specified text, and click Settings.

The Text in Element Settings dialog box appears.



4. Replace the highlighted text with the text you want to add. Press Return to type additional lines of text.
5. Select a font from the Font pop-up menu.
6. Select the font size, style, and alignment.
7. To set the font color, click either the Color pop-up menu to choose a browser-safe color or the Colorwheel icon to select a color from the Color Picker. Click OK.

   See "Choosing Colors" on page 1-8 for information.
8. In the Text in Element Settings dialog box, select the Alignment, Horizontal Position, and Vertical Position for the text.

   The Alignment left-aligns, centers, or right-aligns two or more lines of text. It has no effect on single lines of text.

   The Horizontal Position and Vertical Position settings place the text block within the picture box.

For example, if you set the Alignment to Left, the Horizontal Position to Center, and the Vertical Position to Bottom, NetObjects Fusion left-aligns the block of text and places it in the bottom center of the box.

9. In the Orientation area, move the slider to rotate the text.
10. Click Done to apply the text settings to the picture's text.

Editing a Picture

In Page view or Assets view, you can open a picture in the application it was created in. For information on how to set up this feature, see "Editing Objects and Assets" on page 1-19.

1. In Page view, select the picture and, from the Object menu, choose Open Object.

   The picture opens in the application Macintosh Finder recognizes as the creator of that file. Edit and save the picture according to the application's features.

2. To see the changes in Page view, save and quit the image-editing application. Changes will reflect in Page view.

Note: If your system does not have the application needed to open a picture, a warning dialog box appears stating that it could not find the application program that created the document and asks you to select an alternate program from the application list box.

Drawing Shapes and Lines

In addition to pictures, shapes and lines are essential building blocks for any page design. You can draw rectangles, rounded rectangles, ellipses, and polygons, as well as HTML horizontal rules, lines, or SiteStyle lines. You can select colors for a shape's fill and border, add text to shapes, select a color for lines, or place a line picture from the SiteStyle you use for your site.

This chapter describes how to add drawn shapes and lines to your site and then modify them. It includes:

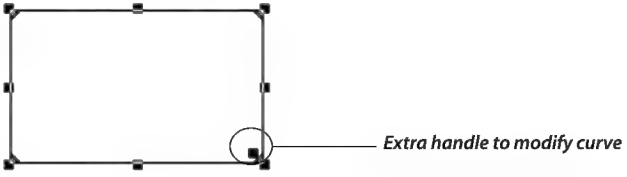
- **Drawing shapes**
- **Adding text to a shape**
- **Adding lines**
- **Drawing horizontal rules**
- **Drawing lines and arrows**
- **Editing lines and arrows**

Drawing Shapes

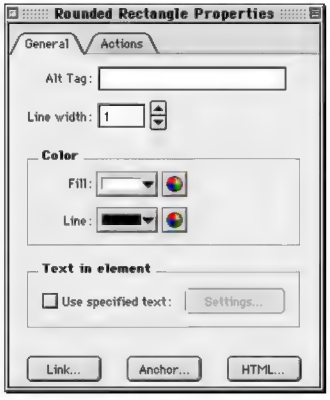
To draw an ellipse, rectangle, rounded rectangle, or polygon:

Rectangle tool

1. In Page view, select the Draw tool on the Tool palette, and select the shape you want to add from the flyout.
2. Draw the shape on the page.
   - To draw a polygon, click to set the start point, click to set each subsequent point, and double-click to complete the shape.
   - When you draw a rounded rectangle, NetObjects Fusion supplies one extra handle inside the object. Use this handle to edit the degree of curve on the corners.



   The Properties palette for the shape you selected appears. For example:



3. Type an alt tag in the Alt Tag field.

   See "Adding and Modifying Alt Tags" on page 4-10 for information.

4. In the Line width box, set the shape outline thickness.

   To make the outline invisible, set it to zero.

5. In the Color section of the Properties palette, click either the Color pop-up menu or the Colorwheel icon and choose the color you want to use for the shape fill. Click OK.

   See "Choosing Colors" on page 1-8 for information.

6. Click either the Color pop-up menu or the Colorwheel icon and select the color you want to assign to the shape border. Click OK

7. To adjust the shape or size of the drawing, drag its handles.

   - To change the shape to a perfect version of that object, drag a handle while holding down Shift. For example, a rectangle becomes a square and an ellipse becomes a circle.

   - To vary the curve of a rounded rectangle, select it, place the pointer over the inside corner handle until it changes to a hand, then drag toward the inside or outside until you have the desired curve.

   - To edit the lines of a polygon, select it, place the pointer over any handle until you see the hand, then drag the handle to adjust the shape.

   - To create hotspots, see "Creating an Imagemap" on page 14-13.

When you publish a page with shapes, NetObjects Fusion generates each shape as a **.gif** file.

Adding Text to a Shape

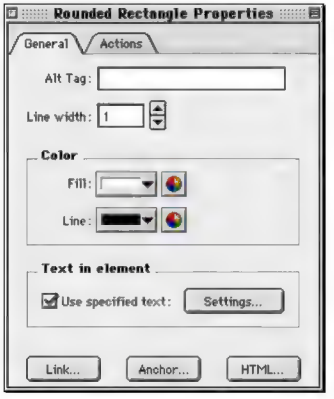
You can add text to a shape and format its font, size, and alignment. The text you add becomes part of a new image file when the page containing the shape is published. Because the text is part of the image, your site visitor's browser can display it even if the font you chose is not installed.

To add text to a shape:

1. In Page view, select the shape to which you want to add text.

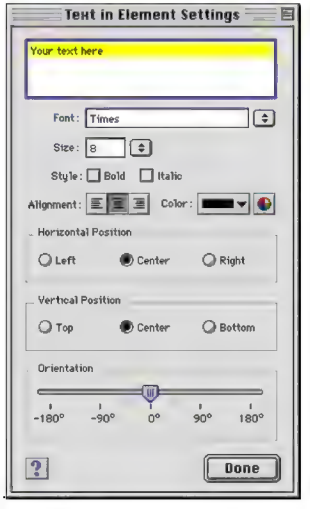
   The shape's Properties palette appears.

2. On the General tab, under Text in element, select Use specified text: and click Settings.

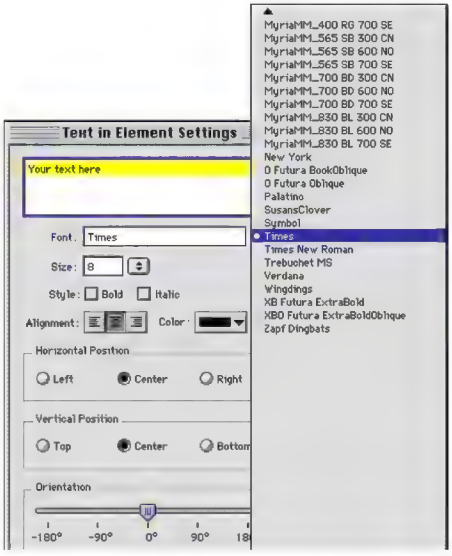


   The Text in Element Settings dialog box appears.

3. Replace the highlighted text with the text you want to add.



4. Click the Font pop-up menu button to display all available fonts.



5. Select the font, its size and style.

6. Click either the Color pop-up menu or the Colorwheel icon to select the color you want to apply to the text. Click OK.

   See "Choosing Colors" on page 1-8 for information.

7. In the Text in Element Settings dialog box, select the Alignment, Horizontal Position, and Vertical Position for the text.

   The Alignment left-aligns, centers, or right-aligns two or more lines of text. It has no effect on single lines of text.

   The Horizontal Position and Vertical Position settings place the text block within the shape's rectangular frame.

   For example, if you set the Alignment to Left, the Horizontal Position to Center, and the Vertical Position to Bottom, NetObjects Fusion left-aligns the block of text and places it in the bottom center of the frame.

8. In the Orientation section, move the slider to rotate the text.

   Select Right angles to limit the text rotation to 90-degree increments.

9. Click Done to apply the text settings to the text.

Adding HTML Horizontal Rules

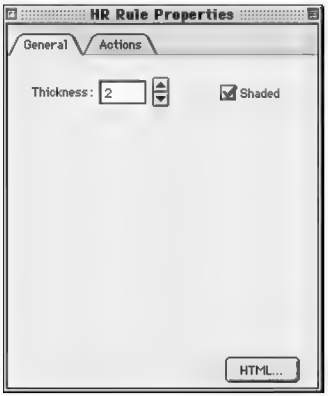
HTML rules are horizontal only and can appear to have beveled edges when displayed by a browser. When you add an HTML rule, NetObjects Fusion positions it using an <HR> tag in the HTML for your page. When you embed an HTML rule in a text box, you can set its width as a percentage of the text box width.

To draw an HTML horizontal rule:

HR Rule tool

1. In Page view, select the Line tool on the Tool palette, and choose the HR Rule tool from the flyout.
2. Draw the horizontal rule on the page.

   The HR Rule Properties palette appears.
3. In the Thickness box, set the thickness of the rule.



4. Select Shaded to create a bevel effect.

   The standard HR rule is a shaded, 2-pixel thick line.
5. Click the HTML button to open the Object HTML dialog box.

   In the bottom of this dialog box, you can see the HTML code for the rule and its pixel length. In the top of the dialog box, you can write JavaScript for the line, or your own HTML code. See Chapter 22, "Working with HTML Directly," for information.

Adding a SiteStyle Line

Use SiteStyle lines to embellish your page or divide it into sections. The line is a part of the current SiteStyle. See Chapter 12, "Using SiteStyles," for information.

To place a SiteStyle line:

SiteStyle Line tool

1. In Page view, select the Line tool on the Tool palette, and choose the SiteStyle Line tool from the flyout.
2. Draw a box starting where you want to position the upper-left corner of the line.

   The SiteStyle line appears.

You can drag the line to reposition it, and add HTML and Actions to it. When you change SiteStyles, NetObjects Fusion automatically updates the line with the line picture for the new SiteStyle.

In your published site, a SiteStyle line is a **.gif** file.

Drawing Lines and Arrows

You can draw a line on your page and specify its attributes, such as width, color, and the style of the head and tail. An arrow is simply a line that uses the Arrow or Point head/tail style.

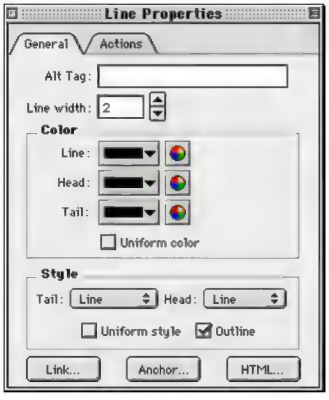
Draw Line tool

1. In Page view, select the Line tool on the Tool palette, and choose the Draw tool from the flyout.
2. Drag from one point to another to set the position, length, and orientation of the line.

   The point where you start dragging is the head of the line. The point where you finish is the tail of the line, regardless of the direction you drag.

   To constrain the line to vertical or horizontal, hold down the Shift key while dragging.

The Line Properties palette appears.



3. In the Line width box, set the width of the line.
4. In the Color section, click either the Color pop-up menu or the Colorwheel icon for the line, head, and tail, choose a color, and click OK. To set all three to the same color—the Line setting—select Uniform color.

   See "Choosing Colors" on page 1-8 for information.
5. In the Style section, select a style for the tail and head from the appropriate pop-up menu.

   If you want the tail and head to share the same style, select the style from one of the pop-up menus, then select Uniform style.

   Select Outline so the head and tail have the line color for their outlines, regardless of their fill colors.
6. Type an alt tag in the Alt Tag field.

   See "Adding and Modifying Alt Tags" on page 4-10 for information.

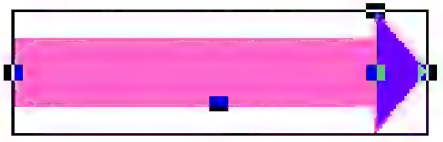
When you publish a page with drawn lines, NetObjects Fusion generates each one as a **.gif** file.

Editing Lines and Arrows

By dragging, you can change the length and width of a line or change the shape and size of the line's head and tail.

1. In Page view, select the line.

   Selection handles appear.



   Place the pointer over a selection handle—the pointer changes to a crosshair—and do any of the following:

   - To make the line longer or shorter, drag an end handle.
   - To make the line thicker or thinner, drag a side handle.
   - To change the shape of the end, drag one of its handles.

2. In the Style section, select a style from the Tail or Head pop-up menus to change the tail or head style.

Using SiteStyles

SiteStyles are sets of thematic elements you can apply to your site. Some style elements are graphical and others affect the text colors on your pages. In Style view, you use SiteStyles to create the look and feel of your entire site. NetObjects Fusion comes with a gallery of professionally designed SiteStyles. Fifty-five SiteStyles are installed with NetObjects Fusion 3.0, and you can find the SiteStyles from all versions of NetObjects Fusion in the **Extras** folder on your installation CD-ROM. You can use these SiteStyles as they are, edit them, or create styles using your own artwork to give your site a distinctive look.

This chapter describes SiteStyles and how to use them, including:

- **Applying SiteStyles**
- **Editing SiteStyles**
- **Creating SiteStyles**
- **Adding and removing SiteStyles**
- **Styles folder structure**

What Is a SiteStyle?

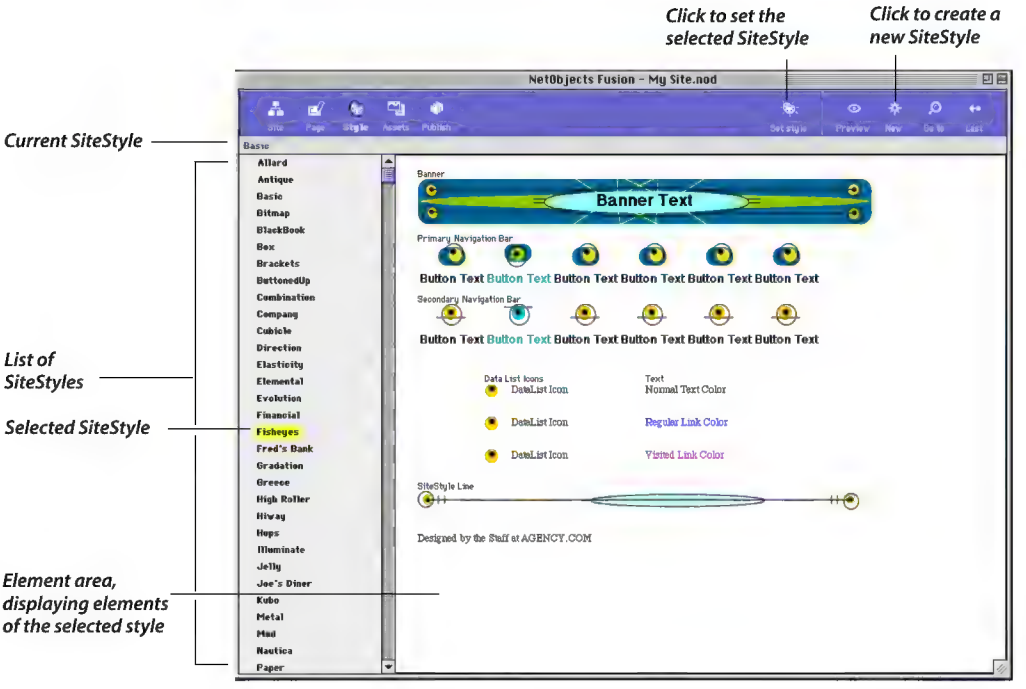
A SiteStyle is a collection of graphical and typographical elements that NetObjects Fusion applies to every page in your site. Your site's SiteStyle gives it a consistent look that survives variations introduced by your site visitor's browser. When you change the SiteStyle, NetObjects Fusion automatically updates every page in your site with the new look.

If you do not find a pre-built style that is appropriate for your site, you can create your own custom SiteStyle. Or, if a SiteStyle works for most, but not all, pages in your site, you can customize it for the exceptional pages, as described in "Setting the Navigation Bar Style" on page 13-7. For even more flexibility—for example, to use more than one banner image in your site or to use a different image for each button in a navigation bar—you can use the Navigation Bar and Banner properties palettes in Page view as described in "Customizing Banners and Buttons" on page 13-11.

Style View

When you click the Style button on the control bar, NetObjects Fusion displays Style view. Style view shows:

- A list of available SiteStyles for this site
- Elements of the selected SiteStyle



About Style Elements

NetObjects Fusion SiteStyles consist of two kinds of elements:

- Images for buttons, banners, data list icons, SiteStyle lines, and page backgrounds. Button styles contain images for highlighted and non-highlighted buttons. The highlighted button image appears when a visitor is on the page represented by that button.
- Text attributes for banner and button text, and colors for normal text and regular and visited text links. The text on the navigation buttons and banners appears in the font style, size, color, alignment, and orientation assigned to the element in Style view.

Each NetObjects Fusion SiteStyle is composed of nine style elements:

- Background: Color or image used as a background of the page
- Banner: Image containing the banner text
- Primary Navigation Bar: Images for highlighted and non-highlighted navigation buttons
- Secondary Navigation Bar: A second set of images for highlighted and non-highlighted navigation buttons
- Data List Icons: Bullets next to items when you use a data object to create a data list
- Normal Text Color: Color of text on the page
- Regular Link Color: Color of linked text on the page
- Visited Link Color: Color of linked text already explored by visitor
- SiteStyle Line: Image for lines drawn with SiteStyle Line tool

Applying SiteStyles

By default, navigation banners and buttons obtain their images and text attributes from the SiteStyle assigned to the site. When you apply a SiteStyle, NetObjects Fusion automatically applies style elements throughout your site. For example, it replaces all the buttons in your navigation bars with images from the style you specified, while maintaining the relevant links.

To apply a SiteStyle:

1. In Style view, select a SiteStyle from the style list.

   The elements of the selected style appear.

2. Click the Set style button on the control bar or choose Set Style from the Style menu.

   NetObjects Fusion applies the style to your site. The more pages in your site, the longer this takes. When complete, a message confirms that the style was applied and the name above the style list changes to the one you selected.

3. Click OK to acknowledge the message.

The next time you go to Page view, you see the new style elements and new font colors on each page.

You can also select a different style from the list and then navigate to another view. When a message asks if you want to set the currently selected style, click Yes to set the new style.

Editing SiteStyles

You can edit any element of an existing style to customize it. For instance, you might like every element of a style except the banner. You can change just the banner image of a SiteStyle. The image for every banner in your site changes to the new image.

To customize SiteStyle elements for some, but not all, pages, you do not edit the SiteStyle, you customize it just for those pages. See "Customizing Banners and Buttons" on page 13-11 for information.

Note: When you edit a SiteStyle, every site that uses the SiteStyle is affected. Your **Styles** folder stores only one copy of a SiteStyle. When you change it, the change appears in all sites that use that SiteStyle. If the style you want to change is used in other sites and you don't want them to be affected, create a new style from the original style's graphic elements and customize the new style. See "Creating a SiteStyle" on page 12-12. Backups of all your style folders are located in the **Extras** folder on your NetObjects Fusion CD-ROM.

Editing a Style Background

1. In Style view, select the style you want to change and double-click anywhere in the background.

The Background Style dialog box appears.

2. Select a background option.
   - Select None to use the default background color set in the browser's preferences.
   - Select Color if you want a solid-color background such as white, the default. To choose a different color, click the Color pop-up menu or the Colorwheel icon and select from the Color Picker. See "Choosing Colors" on page 1-8.
   - Select Picture to use an image file as a background. Browsers tile the image across the page. Click Select to choose an image file from your hard disk, CD-ROM, or LAN. See "Adding Pictures" on page 10-3.
3. Click OK.

Editing a Style Banner

1. In Style view, select the style you want to change and double-click the banner.

   The Banner dialog box appears.

2. To change the banner's image, click Select to choose an image file from your hard disk, CD-ROM, or LAN. For information on choosing images, see "Adding Pictures" on page 10-3.
3. To change the appearance of text, click Settings and set text options as described in "Editing Text Settings for Buttons and Banners."
4. Click OK.

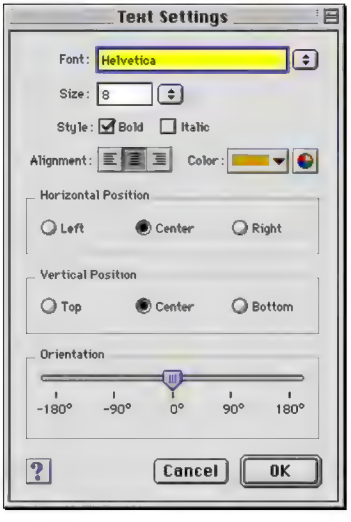
Editing Text Settings for Buttons and Banners

With SiteStyles, you can choose any font on your system for banner and button text. NetObjects Fusion dynamically generates image files for these banners and buttons using the font you specified for each element. This means that on buttons and banners, your site visitors see the fonts you select regardless of their browser or the fonts installed on their systems.

To set how text appears on navigation buttons and banners:

1. In Style view, from the Banner, Primary Button, or Secondary Button dialog box, click the Settings button.

   The Text Settings dialog box appears.



- Select the left, center, or right Alignment icon to align multiple lines of text in relation to each other.

  This option applies only if you used Custom Names to specify a banner or button label of more than one line of text. See "Using Custom Page Names and Extensions" on page 2-14 for more information.

- To change the font, click the pop-up menu option next to the Font field and select a font from the pop-up menu.

- Change the font color by clicking either the Color pop-up menu or Colorwheel icon and choosing from the Color Picker, as described in "Choosing Colors" on page 1-8.

- In Horizontal Position, select Left, Center, or Right. In Vertical Position, select Top, Center, or Bottom.

  Horizontal Position and Vertical Position specify where text appears on the button or banner, while Alignment specifies how lines of text appear in relation to each other.
  In the illustration below, the first button's Alignment is set to left, and its Horizontal Position and Vertical Position are set to Center. The second button's Alignment is set to center, its Horizontal Position set to Left, and its Vertical Position set to Center.

- In the Orientation section, drag the slider to set the rotation angle of the text. Zero degrees represents no rotation.

2. When you finish adjusting the text, click OK.

   After you close the banner or button dialog box, the banner or button text appears with its new options in Site view.

Editing a Navigation Bar

Each SiteStyle includes a primary navigation bar and a secondary navigation bar. The two navigation bars differ only in the style of the button images. You can set the navigation bars in your site to display either style of navigation bar. For example, top-level pages can display the primary button set while lower-level pages display the secondary set. For more information, see "Using Navigation Bars" on page 13-3.

Each navigation bar contains two button images: regular and highlighted. Highlighted buttons are used in button navigation bars to show which page a visitor is currently viewing. You can turn highlighting on and off in the Navigation Bar Properties palette in Page view, as described in "Setting the Navigation Bar Style" on page 13-7. Highlighting is turned on by default.

Note: If you are using AutoFrames, highlighting can affect how the browser refreshes your page. See "AutoFrames and Browser Refresh" on page 24-10 for information.

To edit a navigation bar:

1. In Style view, select the style you want to change and double-click the Primary or Secondary Navigation Bar.

   The Primary or Secondary Button dialog box appears, depending on which navigation bar you are editing.

2. To select a different button image:

   - Choose a regular button image by clicking the first Select button and choosing an image file from your hard disk, CD-ROM, or LAN.
   - Choose a highlighted button image by clicking the second Select button and choosing an image file from your hard disk, CD-ROM, or LAN.

   For information on choosing images, see "Adding Pictures" on page 10-3.

3. To set different text options:

   - Choose options for regular button text by clicking the first Settings button.
   - Choose options for highlighted button text by clicking the second Settings button.

   The Text Settings dialog box appears, where you can set text options as described in "Editing Text Settings for Buttons and Banners" on page 12-7.

4. When finished, click OK in the Text Settings dialog box and then click OK in the Primary Button dialog box.

Editing a Data List Icon

Data list icons appear when you use the Data List tool to create a data list in Page view. For information on working with data lists and data objects, see Chapter 20, "Data Publishing."

To edit a data list icon:

1. In Style view, select the style you want to change and double-click a Data List icon.

   The File Open dialog box appears.

   For information on choosing images, see "Adding Pictures" on page 10-3.

2. Select an image file from your hard disk, CD-ROM, or LAN.
3. Click Open.

Editing the SiteStyle Line

A variety of horizontal page-wide images can serve as lines to separate pages into sections. A number of line picture images are included in NetObjects Fusion styles. You insert line pictures in Page view using the SiteStyle Line tool, as described in "Adding a SiteStyle Line" on page 11-7.

To edit a SiteStyle line element:

1. In Site view, select the style you want to change and double-click the SiteStyle Line.

   The File Open dialog box appears.

2. Select an image file from your hard disk, CD-ROM, or LAN.

   For information on choosing images, see "Adding Pictures" on page 10-3.

3. Click Open.

Editing Text Colors

You can set the colors for normal text, links, and visited links with NetObjects Fusion. These colors apply to text created with the Text tool in Page view and text navigation bars and to text on buttons, banners, and other images. To edit the default font, font size, and other font attributes, set the browser font, as described in "Setting Preferences" on page 1-12.

The normal text color is automatically applied to all text you add to text boxes in Page view. You can override the default color by formatting text in Page view.

The regular link color is applied to all text you link; the visited link color appears after your site visitor follows the link. You do not see this color in Page view. Link colors show site visitors where links are located, and browsers keep track of which links have been followed. Set a regular link color that is different from the color you plan to use for ordinary text. By assigning visited links a different color than that of the regular links, you let site visitors know at a glance that they have visited the link.

If color consistency is more important than this detail, assign identical colors to regular and visited links.

To edit a text color:

1. In Style view, select the style you want to change and double-click the text label you want to change.
   - Double-click the words Normal Text Color to change the default color for text in the site.
   - Double-click the words Regular Link Color to change the color for links in the site.
   - Double-click the words Visited Link Color to change the color for visited links in the site.

   The Color Picker appears. See "Choosing Colors" on page 1-8 for information on choosing colors.
2. Select a color and click OK.

Creating a SiteStyle

You can create original styles to give your site a unique look. Simply collect or create image files for your banner, buttons, line, icon, and background, and select them in Style view. When you create a new SiteStyle, each element is saved into its own subfolder in the style's folder inside the **Styles** folder of the **NetObjects Fusion 3.0** folder. See "Styles Folder Structure" on page 12-16 for information on style folders.

When you create your own SiteStyle, keep these points in mind:

- When you use an animated **.gif** for a style image, only the first frame of the animation displays on the image.
- Text labels for buttons and banners are placed on top of images. If you want the label to appear below the image, leave space above or below the image when you create it in your image editing application.

- If you plan to use your SiteStyle on a page with a background color or image, and you want the background to show through your image, use your image editing application to set transparency in your image.

You can check the NetObjects Web site at **http://www.netobjects.com** for more guidelines on creating SiteStyles.

To create your own SiteStyle:

1. Create or collect images for your banner, buttons, lines, icons, and background.

   Use an image creation application to create the images. To be included in a published site they must be in **.gif** or **.jpeg** format. If you use an image in **.bmp**, **.pcx**, **.pct**, **.png**, or **.psd** format, a message asks you if you want to convert the image to **.gif** or **.jpg** format. If you choose to convert, NetObjects Fusion converts a copy of the image for you.

2. In Style view, on the control bar, click the New button, or choose New Style from the Style menu.

   The New Style dialog box appears.

3. Enter a name for your new SiteStyle and click OK.

   NetObjects Fusion displays rectangular placeholders to indicate where you click to define the graphic images. It also displays the default text colors.

4. Define each style element by double-clicking it as described in "Editing SiteStyles" on page 12-5.

   As you define each element, its image appears in Style view.

5. Click Set Style to apply the new style to your site.

   Your custom SiteStyle images and settings are applied to your site. NetObjects Fusion creates a new folder in the **Styles** folder to contain your style elements. See "Styles Folder Structure" on page 12-16 for information about the location of style folders.

Managing SiteStyles

You can add new styles to the list of available styles, such as those you obtain from your colleagues or those you create on your own. You can also remove styles from the list and synchronize the list with the style folders currently in your **Styles** folder. SiteStyles are stored in folders labeled with the style name. Because NetObjects Fusion stores a list of SiteStyles with each site file, you must add new styles you obtain to your site's style list before you can use them.

If you create a new site from a template, your new site contains the same style list as the site from which the template was made. If you import a template into your current site, style names that were in the template's style list are added to your site's style list. Templates created in NetObjects Fusion 3.0 also include the style folder for the template's style. Templates created in earlier versions of NetObjects Fusion do not include the style and you must manually copy the style to your Styles folder to use it. For more information on transferring SiteStyles, see Chapter 11, "Upgrading from Previous Versions of NetObjects Fusion," in your *Getting Started* guide.

Adding a SiteStyle

You can add a style from any NetObjects Fusion style folder on your hard drive, CD-ROM, or LAN. The Add Style to List command on the Style menu makes a complete copy of the added style's folder in the **Styles** folder in your **NetObjects Fusion 3.0** folder. For information about these folders, see "Styles Folder Structure" on page 12-16.

Note: When you add a style, it appears in the list of styles for the current site only. If you want that style to appear in the style list of every new site you create, see "Changing an Existing Template" on page 3-18.

To add a SiteStyle to the style list:

1. In Style view, from the Style menu, choose Add Style to List.

   The File Open dialog box appears.

2. Navigate to the style folder of the style you want to import and select its **.ssf** file.

3. Click Open.

   NetObjects Fusion adds the style name to the style list.

Adding All Available SiteStyles

To synchronize your style list with the styles in your **Styles** folder:

- In Style view, from the Style menu, choose Update Styles List.

  NetObjects Fusion updates the Style list of the active site to match the current contents of the **Styles** folder. This process also removes styles from the style list that are not included in the **Styles** folder.

Removing SiteStyles

You can remove a style from the list of styles in the current site. You cannot remove the currently applied style.

When you remove a SiteStyle, its name is removed from the current site only. Its style folder and the associated image files are not deleted, and it is not removed from any other sites.

To remove a style from the list:

1. In Style view, select the style you want to remove.

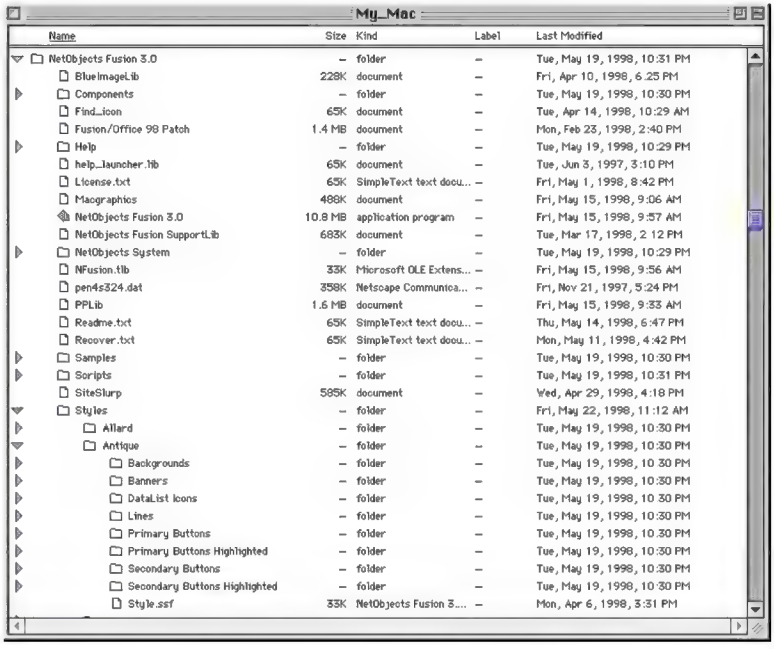
2. From the Style menu, choose Remove Style from List.

3. Click Yes in the warning dialog box.

   The style disappears from the style list of the open site. It remains in the **Styles** folder in your **NetObjects Fusion 3.0** folder.

Styles Folder Structure

Each SiteStyle stores the images it uses in a special folder structure in the **Styles** folder of the **NetObjects Fusion 3.0** folder.


My_Mac
Name Size Kind Label Last Modified
NetObjects Fusion 3.0 – folder – Tue, May 19, 1998, 10:31 PM
BlueImageLib 228K document – Fri, Apr 10, 1998, 6:25 PM
Components – folder – Tue, May 19, 1998, 10:30 PM
Find_icon 65K document – Tue, Apr 14, 1998, 10:29 AM
Fusion/Office 98 Patch 1.4 MB document – Mon, Feb 23, 1998, 2:40 PM
Help – folder – Tue, May 19, 1998, 10:29 PM
help_launcher.lib 65K document – Tue, Jun 3, 1997, 3:10 PM
License.txt 65K SimpleText text docu... – Fri, May 1, 1998, 8:42 PM
Macgraphics 488K document – Fri, May 15, 1998, 9:06 AM
NetObjects Fusion 3.0 10.8 MB application program – Fri, May 15, 1998, 9:57 AM
NetObjects Fusion SupportLib 683K document – Tue, Mar 17, 1998, 2:12 PM
NetObjects System – folder – Tue, May 19, 1998, 10:29 PM
NFusion.tlb 33K Microsoft OLE Extens... – Fri, May 15, 1998, 9:56 AM
pen4s324.dat 358K Netscape Communica... – Fri, Nov 21, 1997, 5:24 PM
PPLib 1.6 MB document – Fri, May 15, 1998, 9:33 AM
Readme.txt 65K SimpleText text docu... – Thu, May 14, 1998, 6:47 PM
Recover.txt 65K SimpleText text docu... – Mon, May 11, 1998, 4:42 PM
Samples – folder – Tue, May 19, 1998, 10:30 PM
Scripts – folder – Tue, May 19, 1998, 10:31 PM
SiteSlurp 585K document – Wed, Apr 29, 1998, 4:18 PM
Styles – folder – Fri, May 22, 1998, 11:12 AM
Allard – folder – Tue, May 19, 1998, 10:30 PM
Antique – folder – Tue, May 19, 1998, 10:30 PM
Backgrounds – folder – Tue, May 19, 1998, 10:30 PM
Banners – folder – Tue, May 19, 1998, 10:30 PM
DataList Icons – folder – Tue, May 19, 1998, 10:30 PM
Lines – folder – Tue, May 19, 1998, 10:30 PM
Primary Buttons – folder – Tue, May 19, 1998, 10:30 PM
Primary Buttons Highlighted – folder – Tue, May 19, 1998, 10:30 PM
Secondary Buttons – folder – Tue, May 19, 1998, 10:30 PM
Secondary Buttons Highlighted – folder – Tue, May 19, 1998, 10:30 PM
Style.ssf 33K NetObjects Fusion 3.... – Mon, Apr 6, 1998, 3:31 PM

NetObjects Fusion uses this folder structure to organize and label SiteStyle elements so you can easily locate parts of a style. When you assign an image to a SiteStyle element in Style view, NetObjects Fusion automatically copies the file to the appropriate folder within the **Styles** folder. You can give a style element any name you want, but NetObjects Fusion style images generally have the name of the style and element, such as **BasicButton.gif**, or **BasicLine.gif**.

When you select a new image for a style element, NetObjects Fusion automatically copies it into the appropriate folder for the SiteStyle. If you're editing an existing SiteStyle, the new image file replaces the one previously assigned to that element in Style view. It copies the new image to the folder, but doesn't overwrite the old image file unless the new and old files have identical names.

For example, suppose you want to modify the SiteStyle BlackBook to change the color of the highlighted button from black to red. First you must use an image editing application to open the file **BlackBookButtonOn.gif** and change the button's color. You can give the new image file any name you like. Then, in Style view, you edit the highlighted button of the Primary Navigation Bar and choose the image file you edited. The image file you select is copied to the **Primary Buttons Highlighted** folder in the **NetObjects Fusion 3.0:Styles:BlackBook** folder. If the new image file has the same name as the original file, the original is overwritten. Thereafter, every site created or opened on your machine that uses BlackBook uses this file for all highlighted primary buttons.

This applies to all style elements that can be based on images: Background, Banner, Primary Navigation Bar, Secondary Navigation Bar, SiteStyle Line, and Data List Icon. This also occurs when you replace the image for a single instance of a button or banner as described in "Customizing Banners and Buttons" on page 13-11.

Creating Navigation Bars and Banners

NetObjects Fusion includes tools you can use to create banners and navigation bars that help site visitors understand and navigate the structure of your site. A new blank site includes a navigation bar and banner in the MasterBorder. You can create your own banners and navigation bars and place them in any MasterBorder or Layout area. You save time using banners and navigation bars because NetObjects Fusion automatically places page names on the banner and navigation bar pictures, and automatically links buttons to pages in your site.

New banners and navigation bars you create use picture elements of the currently selected SiteStyle. However, you can customize the banners and buttons after you create them by assigning other styles or labels or by replacing their pictures with your own pictures.

This chapter tells you how to use navigation bars and banners, including:

- **Creating navigation bars**
- **Setting navigation bar options**
- **Creating banners**
- **Customizing banners and navigation bars**

Working with Banners and Navigation Bars

NetObjects Fusion makes it easy to create different kinds of navigation tools to aid site visitors, including banners that show the page names and button and text navigation bars that link to pages in your site.

You can easily place banners and navigation bars anywhere on the page, including MasterBorders, Layouts, and inside text boxes, table cells, and Layout Regions. Banner titles and button names are determined by the page names in Site view or the settings in the Custom Names dialog box. Buttons are linked according to your site's structure. Whenever you change your site's structure in Site view or change the name of a page, NetObjects Fusion automatically updates the buttons and banners.

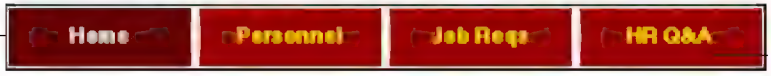
When you preview or publish your site, NetObjects Fusion creates a new **.gif** image file with the picture and text for each button and banner. It gives the text the font style, size, and color you assigned to the element in Style view. It combines this text with the image file for that element of the SiteStyle to ensure that the font style you choose appears despite differences in the browsers used by your site visitors.

In each new site you create, NetObjects Fusion places a banner in the top margin, a button navigation bar in the left margin, and a text navigation bar in the bottom margin. If you do not want the default banner and navigation bars to appear in every new site you create, edit the Blank Site template to remove them, as described in "Changing an Existing Template" on page 3-18. You can permanently remove banners and navigation bars from your newly created sites by editing the Blank Site template or setting the MasterBorder to zero margins.

Using Navigation Bars

Navigation bars are rows or columns of buttons or text that are automatically linked to other pages in your site. NetObjects Fusion provides two types of navigation bars: button navigation bars and text navigation bars. Text navigation bars provide navigation for visitors whose browsers do not display navigation pictures. Use the Navigation Bar tool to add navigation bars to MasterBorders or page Layouts.

Choose pictures for buttons in Style view



Buttons are linked to other pages in your site

By default, button names are the same as the page name unless you specify a custom name, as described in "Using Custom Page Names and Extensions" on page 2-14. You can also split the button text into two lines by customizing the button name.

The style for buttons is determined by the SiteStyle you set in Style view, described in Chapter 12, "Using SiteStyles." The SiteStyle button picture is automatically applied to buttons throughout your site. You can change the button style for an individual navigation bar or even an individual button without changing the overall SiteStyle.

You create navigation bars using the default settings, but you can customize the way they look. You can choose buttons or text for navigation, include borders around the navigation bar, modify the spacing within the navigation bar, and change the background color.

You can assign an action to any navigation bar using the Actions tab of the Navigation Bar Properties palette. For example, you might want a navigation bar to fly in from the top when the site visitor opens the page. To make the navigation bar do this, you assign it an action that executes when the page is loaded. For information on creating actions and assigning them to objects, see Chapter 21, "Building Dynamic Pages."

Adding Button Navigation Bars

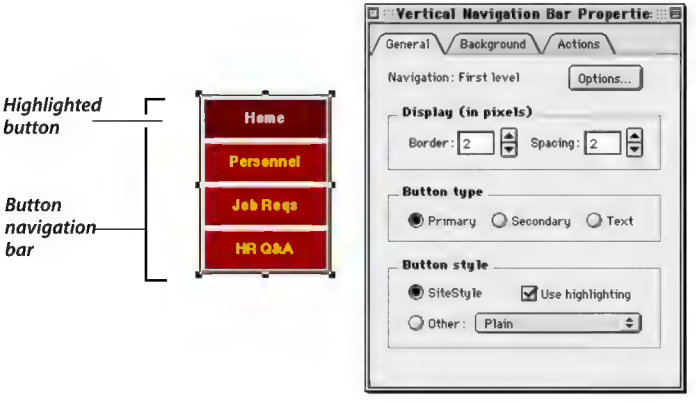
You can add a horizontal or vertical button navigation bar to a page.

1. In Page view, go to the page on which you want to place the navigation bar.

Navigation Bar tool

2. Select the Navigation Bar tool from the Tool palette.
3. Drag a box in the MasterBorder or Layout area where you want to place the navigation bar.
   - Drag in a horizontal direction to create a horizontal navigation bar.
   - Drag in a vertical direction to create a vertical navigation bar.

   A new button navigation bar appears, and the Properties palette displays settings for the navigation bar. The bar contains buttons that link to other pages. To view a button's link, double-click the button to bring up the Navigation Button properties palette, which shows the page link.



Setting the Display Options

You set the navigation level to specify the relationship between the current page and the pages represented by the navigation bar. You also use it to change the navigation bar orientation. Illustrations in the Nav Bar Display dialog box help you visualize the relationship of pages in the site's structure. You can add as many navigation bars as you need and set each one to a different display level.

If a navigation bar appears in a MasterBorder assigned to pages at several different levels of the site, the navigation level you select might not make sense at all levels. To make sure your site visitors have access to all levels of your site, you can create new MasterBorders and place navigation bars with different navigation level settings in them.

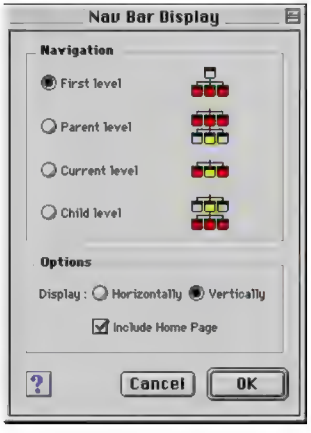
To set the display options:

1. In Page view, select the navigation bar.

   The General tab appears on the Navigation Bar Properties palette.

2. In the Navigation section of the General tab, click the Options button.

   The Nav Bar Display dialog box appears.



3. In the Navigation section, set the navigation option for this bar:

   - First level–generates buttons linked to the children of your Home page.
   - Parent level–includes links to all pages in the level above the current page in the site's structure.
   - Current level–links the buttons to this page and all other pages on the same level with the same parent page.
   - Child level–generates links to the children of the current page.

Open Site view or the Site Navigation window if you are unsure about which level of the site you want to link.

4. To include your Home page as a link in this button bar, select Include Home Page in the Options section.

   By default, Include Home Page is selected to provide quick access to the hub of your site.

5. To change the orientation of the bar, select Horizontally or Vertically in the Options section.

Setting the Navigation Bar Type

On the Properties palette for navigation bars, you can choose whether the selected navigation bar displays text or picture buttons. Text navigation bars provide navigation for visitors whose browsers cannot display picture buttons.

Primary and secondary navigation bars offer different sets of button pictures. Other than the pictures displayed, primary and secondary navigation bars function the same way. Because secondary button pictures are typically different in size, shape, or color, you can use a secondary navigation bar to visually distinguish links to different parts of your site. For example, to help your site visitor understand your site's structure, you might use the secondary navigation bar for the lower levels of your site. To see the difference between primary and secondary navigation bars, go to Style view.

To set the navigation bar type:

1. In Page view, select the navigation bar.

   The General tab appears on the Properties palette.

2. In the Button type section of the General tab, select the button type.

   - To apply the primary button style for the current SiteStyle, select Primary.
   - To apply the secondary button style, select Secondary.
   - For a text navigation bar, select Text.

Text navigation bars use the SiteStyle's linked text color and the Normal text style. For information on editing text styles, see "Creating and Modifying Text Styles" on page 8-9. To set the link color, see "Editing Text Colors" on page 12-11.

Setting the Button Spacing

You can set the pixel size of a button navigation bar's border, as well as the spacing between buttons. By default, the spacing between buttons is zero pixels, but you can increase this to let a background show through or to add visual breaks around buttons. The border and spacing are measured in pixels regardless of the measurement you set in Preferences.

To set button spacing:

1. In Page view, select the navigation bar.

   The General tab appears on the Properties palette.

2. In the Display (in pixels) section of the General tab, set display options.

   - To increase or decrease the navigation bar border, enter a new number in the Border field.
   - To increase or decrease the spacing between buttons, enter a new number in the Spacing field.

Setting the Navigation Bar Style

By default, new navigation bars take on the style of the currently applied SiteStyle, but you can set individual navigation bars to any available SiteStyle. If a SiteStyle works for most, but not all, pages in your site, use a different SiteStyle for the exceptional pages.

You can also choose whether the button for the current page will be highlighted or not. Use button highlighting to show site visitors which page they are on. The highlighted button picture is different from the regular button, so a glance at the buttons quickly indicates the current page. If you are using AutoFrames, be aware that highlighting can affect the way the browser refreshes your page. See "AutoFrames and Browser Refresh" on page 24-10 for more information.

A highlighted button indicates the current page.

To set a button style:

1. In Page view, select the navigation bar.

   The General tab appears on the Properties palette.

2. In the Button style section of the General tab, select Other, and choose a different style from the pop-up menu.

3. To turn off highlighting, clear the Use highlighting checkbox.

Setting the Navigation Bar Background

You can set a background color for a text or button navigation bar. A background color can visually unify a navigation bar if buttons are widely spaced; it can also help site visitors distinguish the navigation bar from the background of the page.

To set navigation bar background:

1. In Page view, select the navigation bar, then click the Background tab of the Properties palette.

2. In the Background color section, set a background color.

   - To use a background color, click either the Color pop-up menu to select a browser-safe color or the Colorwheel icon to select a color from the Color Picker. Click OK. See "Choosing Colors" on page 1-8 for information.

   - To use no background color, select None.

Note: None is the default background color setting.

   The background color appears around buttons in a navigation bar or behind text in a text navigation bar.

Using Banners

Banners are picture title bars that display the name of the page, helping site visitors understand where they are in your site. You use the Banner tool to add new banners.

Banners are just like pictures, except they contain text to identify the page. By default, banner text is the page name, but you can specify a custom name or no name for the banner, as described in "Using Custom Page Names and Extensions" on page 2-14. You can also split the banner text into two lines by customizing the banner name. The style of a banner is determined by the SiteStyle you choose in Style view.

You can assign an action to any banner using the Actions tab of the Banner Properties palette. For example, you can make a banner "grow" into existence when the site visitor goes to the page by assigning this action to it: On Page Loaded do Transition with the transition type set to Iris. For information on assigning actions to objects, see Chapter 21, "Building Dynamic Pages."

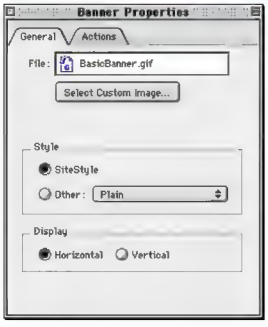
Adding a Banner

1. In Page view, go to the page on which you want to place the banner.
2. Choose the Banner tool from the Tool palette.

Banner tool

3. Drag a box in the MasterBorder or Layout area where you want to place the banner.
   - Drag in a horizontal direction to create a horizontal banner.
   - Drag in a vertical direction to create a vertical banner.

A new horizontal or vertical banner appears in the current SiteStyle and contains the page name or the text specified in the Custom Name dialog box. The Banner Properties palette displays options for the banner.



4. To change the banner orientation, select Horizontal or Vertical in the Display section of the General tab.

Setting the Banner Style and Orientation

By default, new banners take on the style of the currently applied style, but you can set individual banners to any available style. If you change the style of a banner in a MasterBorder, it changes on every page using that MasterBorder.

1. In Page view, select the banner.

   The General tab of the Banner Properties palette appears.

2. In the Style section of the General tab, select Other, and choose a different style from the pop-up menu.

Customizing Banners and Buttons

You might want to take advantage of the automatic page linking of a navigation bar, but still want to design the entire button—including special text effects not available in NetObjects Fusion—in an image editing application. Or, you might want to replace a banner on just one page with a picture that is not included in SiteStyles, without affecting all the other pages that use the same MasterBorder.

If necessary, you can substitute navigation pictures with other images for special pages. The customized picture appears only when you assign the SiteStyle that was selected when you chose the picture. The advantage to using customization instead of simply placing your own images as pictures is that NetObjects Fusion manages page links for you.

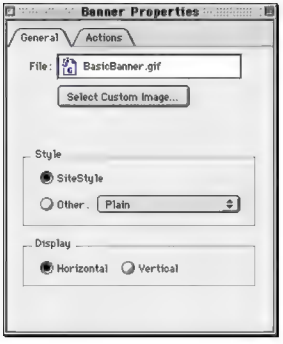
Changing the Image for One Banner

You can change the picture for a selected banner in Page view. When you assign a new picture to a banner, NetObjects Fusion does not display the page or custom banner name. If you want text to appear on the banner, you must include the text in your banner graphic. If you change a banner in a MasterBorder, the change does not affect the banner on all the other pages that use that MasterBorder. You do not change the SiteStyle when you customize a banner picture.

To change the picture for one banner:

1. In Page view, navigate to the page containing the banner you want to change.
2. Select the banner.

The General tab appears on the Banner Properties palette.



3. Double-click the banner, or click Select Custom Image on the General tab.

   The File Open dialog box appears.

4. Select the image you want to use for the selected banner.

   - To use an image that is not already an asset in your site, navigate to the appropriate folder and select the image.
   - To use an image that is already an asset in your site, click the Choose Asset button and select the image from the name column.

   For more information on choosing images, see "Adding Pictures" on page 10-3.

   The selected banner displays the new picture. The picture does not include the text style attributes or name that NetObjects Fusion usually assigns to the banner. Note that the banner picture changes for the current page only. The original image for the banner is unchanged. If you change the style assigned to the site, the banner no longer displays the custom picture.

Changing the Picture for One Button

You can change the picture on each individual button in a navigation bar in Page view. When you assign a new picture to a button, NetObjects Fusion does not display the page or custom name on the button. If you want text to appear on the button, you must include the text in your button picture. You do not change the current SiteStyle when you customize a button picture.

Changing a button picture affects every instance of the button for that page, even if the button is on different MasterBorders and on different pages. For example, if you change the picture for a regular button named "Download" in a primary navigation bar, every instance of the regular Download button in all primary navigation bars in your site will change. However, the highlighted button for Download will not change, nor will the Download buttons in secondary navigation bars. The Download page itself, which contains the highlighted button picture for the Download button, remains unchanged. To change both the regular and highlighted button you must customize both.

To change the picture for one button:

1. In Page view, navigate to the page containing the navigation button you want to change.
2. Double-click the button to select it.

   A thick, colored border surrounds the button to show it is selected.

The General tab appears in the Navigation Button Properties palette.

3. Double-click the selected button, or click Select Custom Image on the General tab.

   The File Open dialog box appears.

4. Select the image you want to use for the selected button.

   - To use an image that is not already an asset in your site, navigate to the appropriate folder and select the image.
   - To use an image that is already an asset in your site, click the Choose Asset button and select the image from the name column.

   For more information on choosing images, see "Adding Pictures" on page 10-3.

   The selected button displays the new picture. The picture does not include the text style attributes or name that NetObjects Fusion usually assigns to the button. The original picture for the button is unchanged. If you change the style assigned to the site, the button no longer displays the custom picture.

Creating Links and Anchors

In addition to navigation bars and banners, NetObjects Fusion makes it easy to create any kind of navigation aid you might want using links. You can link page objects to any other point on the Web, including points within your site. For example, you can make any text, image, draw object, or area of an image into a navigation aid by adding a link. You can also create anchors—markers at a specific location on a page—to aid navigation in long pages.

NetObjects Fusion offers several types of links. You use internal links to link to pages within the site. Smart links are based on the site's structure. NetObjects Fusion manages both internal and smart links for you, updating them as you change your site structure and page names. Use external links to link to other sites on your intranet or on the Internet. File links let you link to a file.

This chapter tells you how to create:

- **Internal links**
- **Anchors**
- **Smart links**
- **External links**
- **File links**
- **Links with added HTML**
- **Imagemaps**
- **Links with actions**

Working with Links

You can use the linking techniques described in this chapter to manually link objects such as text, pictures, and drawn shapes, both within your site and outside it. As you organize your site, you're likely to create multiple links to the same location. You can update these links efficiently in Assets view, as described in "Managing Links" on page 25-11.

You can use NetObjects Fusion's HTML access button to insert your own HTML and JavaScript code before, inside, and after links. For more information on adding HTML, see Chapter 22, "Working with HTML Directly." You can also use a link to trigger an action instead of jumping to a new page by using the Blank link, as described in "Assigning an Action to a Text Link" on page 21-17.

The properties palette for all linkable objects contains a Link button in the lower left corner. The Link button opens the Link dialog box, where you specify the destination of a link. There are four types of links; each has its own tab in the Link dialog box:

- Internal link, which links to a page or anchor inside the site.
- Smart link, which links to a relative position in the site, such as previous page or next page. Sometimes these are called structural links. The Blank link, which you can use to trigger an action without going to a new page, is also a smart link.
- External link, which links to a page in another site via a URL, using a protocol such as ftp, mailto, http, JavaScript, or other method.
- File link, which links to a file that will be published with the rest of the site.

Link — Anchor

If Object Icons is checked in the View menu, NetObjects Fusion displays the Link or Anchor icon wherever you create a link or an anchor.

In Page view, you can follow an existing link to its target page or anchor:

- To follow an object link, select the object and choose Follow Link from the Go menu .
- To follow a text link, click in the text so it includes the blinking insertion point and choose Follow Link from the Go menu.

- To follow a button navigation bar link, double-click the button, then select Follow Link from the Go menu.

To edit a link, select the linked text or object, click the Link button on the properties palette, then change the link in the Link dialog.

To remove a link, select it, click Link on the properties palette, and click Unlink in the Link dialog box.

If your page includes AutoFrames, you might want the target of a link to appear in a specific frame. For more information, see "Targeting Links in AutoFrames" on page 24-2.

Creating an Internal Link

Internal links lead to pages or anchors within your site. If you move the page to a different place in your site's structure or change the page's name, NetObjects Fusion automatically updates the link. Assets view lists the internal links in your site so you can track them.

You can either link to a page name or to the current page when you make a link to an anchor. When you link to an anchor and the link is later present on another page, the ability to link to the current page is useful. Linking to an anchor on the current page ensures intelligent treatment of anchors by the browser.

For example, suppose your layout contains a very long text box. At the top and bottom of the text box you place anchors, and in the MasterBorder, you link the words To Top to the top anchor and the words To Bottom to the bottom anchor. In the Link dialog box, instead of choosing the current page name in the Page Name section, you choose the Current Page option. Then you decide to copy that text box to another page with the same MasterBorder and replace its content with different subject matter. Because you used the Current Page option, the To Top and To Bottom links still work, jumping to locations on the current page instead of the page where you made the links. When you copy an anchor link from one page to another, or when an anchor link is in a MasterBorder or AutoFrame, you can make sure the link always points to an anchor on the current page by using the Current Page option in the Link dialog box.

If you want an anchor link to always lead to a specific page, select a page name and then select an anchor.

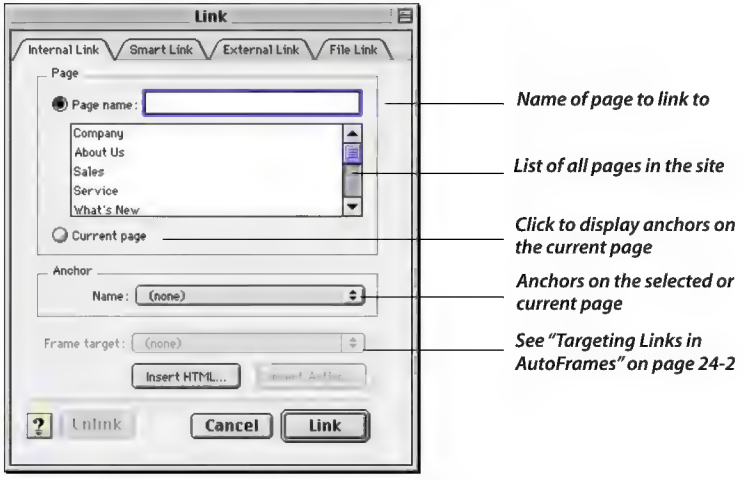
To create an internal link:

1. In Page view, select an object to link.
   - If you are linking text, select the text you want the browser to display as linked.
   - If you are linking a picture or other object, click to select it.
2. In the Properties palette for that object, click Link.

   The Link dialog box appears.
   - If you are linking to a page, select Page name and choose a page name.
   - If you are linking to an anchor and want the link to always link to a specific page, select Page name and the name of a page.
   - If you are linking to an anchor and want to always link to an anchor on the browser's current page, select Current page.

   The Anchor section lists all the anchors on the page selected in the Page section. To learn how to create and link to an anchor, see "Adding an Anchor" on page 14-6.

3. If you are linking to an anchor, choose the name of the anchor from the Name pop-up menu.



The Frame target field appears only when the current page contains an AutoFrame. For more information about link targets, see "Targeting Links in AutoFrames" on page 24-2. The Insert Action button appears only if you are linking text. For information on adding an Action to a text link, see "Assigning an Action to a Text Link" on page 21-17.

4. If the current page contains an AutoFrame, select the name of a frame from theFrame target pop-up menu.

   The destination page for the link appears only in the frame you select.

5. Click Link.

   NetObjects Fusion creates the link. When your site visitor clicks the linked item, the browser displays the destination page or the selected anchor.

Adding an Anchor

An anchor marks a specific location on a page. Anchors are useful on long pages so site visitors can go directly to a particular part of the page, instead of scrolling and searching for information.

You can place an anchor anywhere in a text object or table, or on a picture or drawn shape. You can link to an anchor from anywhere; for more information, see "Creating an Internal Link" on page 14-3. When a site visitor clicks the link, the browser displays the page containing the anchor, beginning at the location of the anchor.

To add an anchor:

1. In Page view, click to place the insertion point within a line of text, or select an image or drawn shape.

   Make sure you place the insertion point within the text, rather than selecting text. If you select text, the Anchor button is not accessible.

2. In the Properties palette for the selected object, click the Anchor button.

   The Add Anchor dialog box appears. The Anchors on page section shows existing anchors on the selected page.

3. Type a name for the anchor in the Name field. The name cannot contain spaces or non-ASCII characters. Choose an appropriate name because you reference this anchor by name later, and the name appears in the browser when the pointer passes over it.

4. Click OK.

Anchor icon

If Object Icons is checked in the View menu, the Anchor icon appears at the anchor location on the page.

To edit an anchor, click the Anchor icon and change its name in the Change Anchor dialog box.

To delete an anchor, click the Anchor icon and click Remove in the Change Anchor dialog box.

Creating a Smart Link

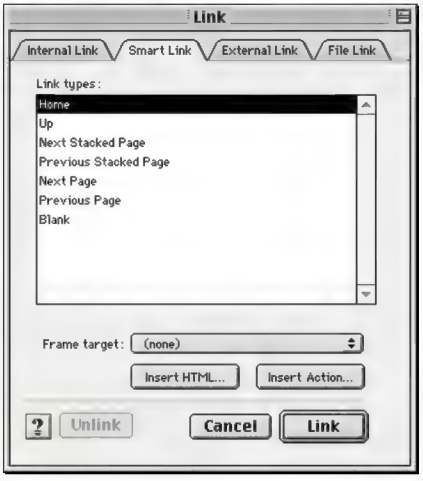
Smart links lead to a page in your site based on its relative position in the structure, rather than its name. These links automatically adjust when you change your site structure. For example, if your smart link leads to the parent of the current page, and you later move the current page to a different parent, NetObjects Fusion updates the link to point to the new parent. Sometimes a smart link is called a structural link.

To create a smart link:

1. In Page view, select an object to link.
   - If you are linking text, select the text you want the browser to display as linked.
   - If you are linking a picture or other object, click to select it.
2. In the Properties palette for that object, click Link.

   The Link dialog box appears.

3. Select the Smart Link tab.



The Frame target control appears only when the current page contains an AutoFrame. For more information about link targets, see "Targeting Links in AutoFrames" on page 24-2.

4. Select the type of link you want.

- Home links to your Home page.
- Up links to the parent of the current page.
- Next Stacked Page links to the next page in a stack.
- Previous Stacked Page links to the previous page in a stack.
- Next Page links to the sibling to the right of this page in your site structure.
- Previous Page links the sibling to the left of the current page in your site structure.
- First Child Page links to the first page below the current page.

- Blank creates an empty link on the page. You can use the Blank link to assign an action or to create a custom <HREF> tag. If you want a link to trigger an action, but you don't want it to lead to another page, use the Blank link. For more information on adding actions, see "Assigning an Action to a Text Link" on page 21-17.

5. Click Link.

For information about stacked pages, see Chapter 20, "Data Publishing." For information about link targets, see "Targeting Links in AutoFrames" on page 24-2.

Creating an External Link

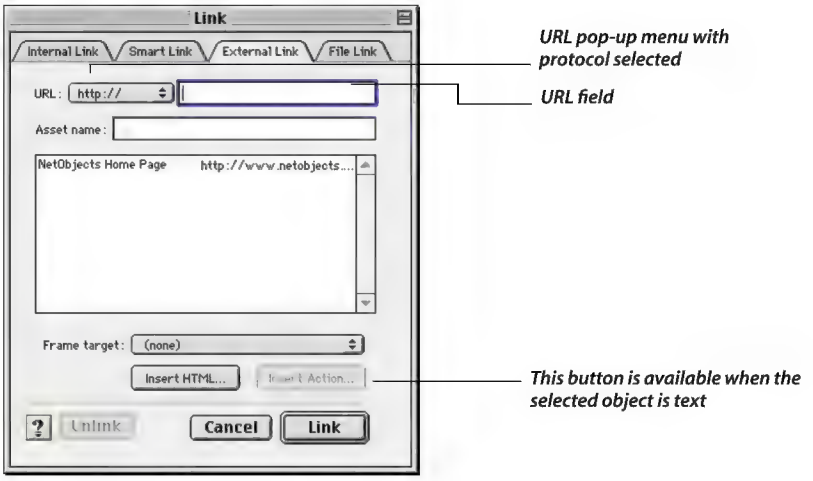
External links are Universal Resource Locators (URLs) that point to other pages and items in other sites on the Web. A valid URL can include the protocol, host name or DNS, path name, and sometimes a file name, such as **http://www.netobjects.com/products/fusion.html**. Each external link you create becomes an asset of the site that you can easily update in Assets view.

To create an external link:

1. In Page view, select an object to link.
   - If you are linking text, select the text you want the browser to display as linked.
   - If you are linking a picture or other object, click to select it.
2. In the Properties palette for that object, click Link.

   The Link dialog box appears.

3. Select the External Link tab.



The Frame target control appears only when the current page contains an AutoFrame. For more information about link targets, see "Targeting Links in AutoFrames" on page 24-2.

The External Link tab shows a list of external links you previously entered in the current site.

4. Select a protocol from the URL pop-up menu.

   If you're creating a link that does not require a protocol, select none from the pop-up menu. If you want to use a protocol that is not in the pop-up menu, simply type it.

5. Either enter a new URL or, if you already created a link asset for this URL, select it from the list.

   When the site visitor clicks the selected object, this link target is displayed.

   If you select a link target from the list of assets, its URL and name appear in the URL and Asset name fields. You can modify the name and URL.

6. If you're creating a new external link asset, enter a name for this link target in the Asset name field.

   This name is for your reference. It appears in the list of links in Assets view so you can quickly identify and sort link destinations. It is not added to the HTML generated when your site is published.

7. Click Link.

Creating a File Link

You use file links to link to a file. The file referred to by the file link becomes an asset of the site and is uploaded to the server when the site is published. You might use a file link to link to a file that your site visitors want to download.

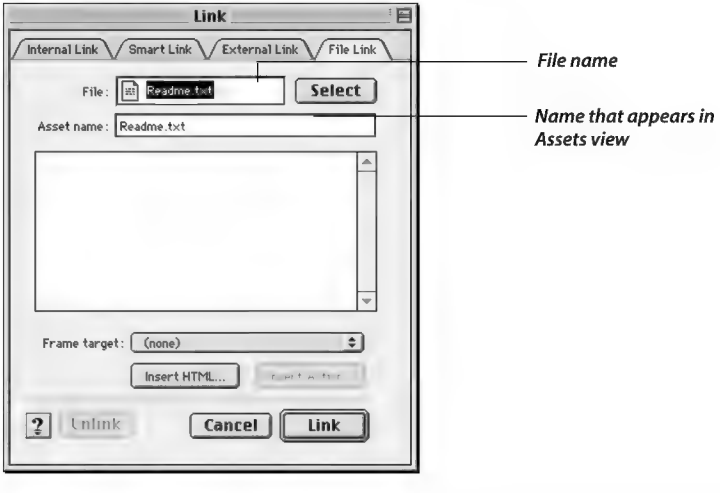
1. In Page view, select an object to link.

   - If you are linking text, select the text you want the browser to display as linked.
   - If you are linking a picture or other object, click to select it.

2. In the Properties palette for that object, click Link.

   The Link dialog box appears.

3. Select the File Link tab.



The Frame target control appears only when the current page contains an AutoFrame. For more information about link targets, see "Targeting Links in AutoFrames" on page 24-2.

The File Link tab shows the path to the file and the name that appears in Assets view.

4. Click Browse and select a file in the File Open dialog box.
5. If necessary, enter or edit the Asset name.

   This name is for your reference. It appears in the list of links in Assets view so you can quickly identify and sort link destinations. It is not added to the HTML generated when your site is published.
6. Click Link.

Adding HTML to a Link

You can add your own HTML or JavaScript to a link to extend its capabilities. For example, you might want to add HTML that directs the browser to open the link in a new window, or JavaScript that displays a dialog box. The steps below show you how to add HTML that directs the browser to open the link in a new window.

1. In Page view, select the object you want to link.
   - If you are linking text, select the text you want the browser to display as linked.
   - If you are linking a picture or other object, click to select it.
2. On the Properties palette for that object, click Link.

   The Link dialog box appears.
3. Select a link in one of the link tabs.
4. Click the Insert HTML button on the Link dialog box.

   The Object HTML dialog box appears. For detailed information on this dialog box, see "Accessing an Object's HTML" on page 22-6.
5. Click the Inside Tag tab to indicate where you want to enter HTML or JavaScript.

6. Enter **target=NewWindow**.

   As you type, the bottom panel of the dialog box displays your code as it will appear in the HTML NetObjects Fusion generates.

7. Click OK in the Object HTML dialog box.

8. Click Link in the Link dialog box.

When you preview or publish the site, the link opens in a new browser window.

Creating an Imagemap

An imagemap contains several links in a single picture. You create an imagemap by drawing hotspots on a picture. You can link as many hotspots as you like in a single image, but the hotspots cannot overlap or extend beyond the edge of the picture. Because the imagemaps you create with the following procedure do not require a CGI script running on the server, they are called client-side imagemaps. Server-side imagemaps require setup on a Web server to run properly.

To create a client-side imagemap:

1. In Page view, select a picture.

Hotspot tool

2. Press the Hotspot tool flyout on the Tool palette, and select the appropriate tool to create a rectangular, circular, or polygon hotspot.

3. Draw a hotspot on the image.

   If you are using the Polygon Hotspot tool, you must click to establish each vertex of the polygon, then double-click to complete the hotspot shape.

   The Link dialog box appears.

4. In the Link dialog box, select the type of link by clicking a tab.

5. Select a destination for the link or type a URL. For more information about creating links, refer to one of the following sections.

   - For information about internal links, see "Creating an Internal Link" on page 14-3.

- For information about smart links, see "Creating a Smart Link" on page 14-7.
- For information about external links, see "Creating an External Link" on page 14-9.
- For information about file links, see "Creating a File Link" on page 14-11.
- For information about custom links, see "Assigning an Action to a Text Link" on page 21-17.

6. Create more hotspots, if you like, using the same tools and the Link dialog box.

Once a picture has imagemaps, you can move it anywhere on the page and even copy and paste it elsewhere in the site.

Editing an ImageMap

To edit an existing hotspot, select it. The General tab appears in the Properties palette.

- To edit the link, click Link. The Link dialog box appears, displaying the tab for the type of link. Change the link destination or click Unlink to remove the link.
- To make the hotspot an anchor, click Anchor and type a name in the Add Anchor dialog box.
- To add HTML to an anchor, click HTML and follow the procedure for adding HTML to a link as described in "Adding HTML to a Link" on page 14-12.
- To assign an action to a hotspot, click its Actions tab on the Properties palette and follow the procedure described in"Adding Actions to Objects" on page 21-6.
- To resize a hotspot, select it and drag its handles.
- To create an alt tag for the hotspot, type in the Alt Tag field. The alt tag appears when the browser does not display the image.

Placing Media

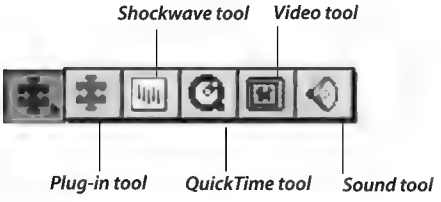
Media such as sound and video give a site impact. The tools in NetObjects Fusion make it easy to add various media files to your pages. This chapter tells how to add:

- **Sound files**
- **Video**
- **QuickTime movies and QuickTime VR**
- **Shockwave files**
- **Plugins**

NetObjects Fusion contains sample sound, video, and other media files that you can add to your pages. These files are available in the **NetObjects Fusion 3.0:Samples:Content** folder.

Media Tools

The Media flyout contains five tools for placing different types of media on your pages. Each tool and the types of files it helps you insert are discussed in this chapter.



Inserting Shockwave Files

With Shockwave from Macromedia™, you can create multimedia, graphics, and audio that downloads quickly over a network. NetObjects Fusion supports various Shockwave file formats, including:

- Shockwave for Director 4.0 and 5.0 (**.dcr**)
- Director 6.0 or higher(**.dir**)
- Protected Director (**.dxr**)
- Flash (**.swf**) and Splash (**.spl**)

To view these files, site visitors must install the Shockwave plugin for their browser and platform. These plugins are available from the Macromedia Web site at **http://www.macromedia.com**.

You cannot directly add a Shockwave Audio (**.swa**) file to a page. Instead, embed it in a Director movie by passing it as a parameter to the movie, and add the movie to your page. Then in Assets view, add the Shockwave audio file as a file asset.

The **Shockwave** folder contains some ready-to-use Shockwave files. Any Shockwave files you embed appear inline on the page itself. When you insert a Shockwave or Director file, Page view displays the Macromedia Shockwave placeholder.

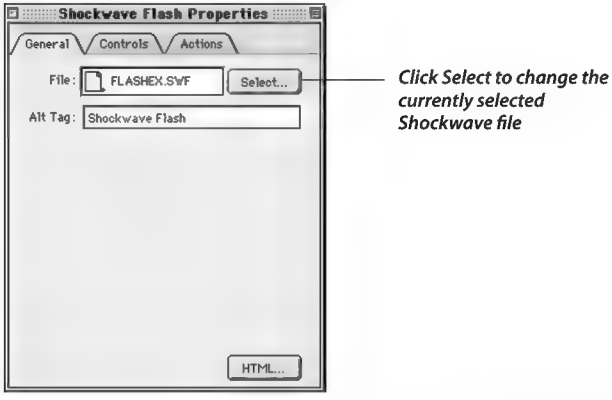
Shockwave tool

To insert a Shockwave file:

1. In Page view, select the Shockwave tool from the Media flyout on the Tool palette.
2. Draw a box to indicate the file's location.

   The File Open dialog box appears with Shockwave files as the selected file type.
3. Select a Shockwave file from your hard disk, CD-ROM, or LAN.
4. Click Open.

   The Macromedia Shockwave placeholder, and the Shockwave Director Properties palette appear. The Properties palette title changes depending on which type of file you selected.



5. To provide text for the browser to display if it cannot play the Shockwave file, enter a description in the Alt Tag field.
6. Click the HTML button to insert HTML tags and scripts. For information about HTML in NetObjects Fusion, see Chapter 22, "Working with HTML Directly."
7. Select the Controls tab.

   The options on the Controls tab vary depending on the type of Macromedia file you selected. To set the options on the Controls tab, see "Setting the Properties for Shockwave Director" or "Setting the Properties for Shockwave Flash or Splash."

Setting the Properties for Shockwave Director

1. In Page view, after adding a Shockwave Director file, on the Controls tab of the Properties palette, click the option you want.

2. Click to the right of the option.

   A box appears.

3. Enter the parameter.

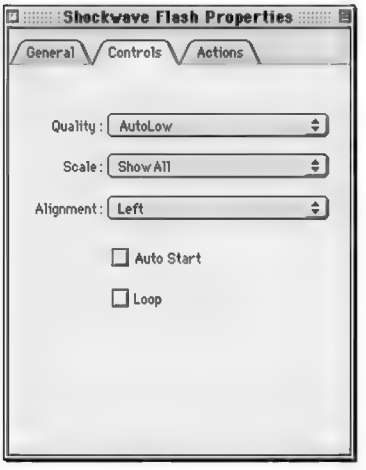
4. Click anywhere else on the Controls tab to save the parameter.

   If you have worked with Director files, you should be familiar with these options. For detailed information on the Controls tab options, see the Shockwave or Director user guide.

Setting the Properties for Shockwave Flash or Splash

1. In Page view, after adding a Shockwave Flash file, select the Controls tab on the Shockwave Properties palette.

The Controls options for the Flash or Splash file appear.



2. To control the display when using anti-aliasing, select an option from the Quality pop-up menu.

   - AutoLow sets the default to normal quality. The host computer uses high quality if it has the capacity.
   - AutoHigh starts the movie in high quality. The host computer uses low quality if it cannot display the movie in high quality.
   - High anti-aliases the movie on any computer.
   - Low uses a normal quality so the movie displays quickly.

3. To determine how the movie fits in the frame, select an option from the Scale pop-up menu.

   - ShowAll displays the movie within the frame but maintains the image proportions.
   - NoBorder fits the movie within the frame so it fills the frame but maintains the ratio of the animation. Some edges of the animation might be trimmed.
   - ExactFit displays the movie exactly within the frame.

4. To specify the movie's alignment within the frame, select an option from the Alignment pop-up menu, such as Left, Right, or Top.
5. To play the movie automatically when the site visitor opens the page, select Auto Start.
6. To replay the movie when it ends, select Loop.

Using the QuickTime Tool

QuickTime, developed by Apple Computer, is a multimedia software architecture used to create and deliver graphics, sound, video, text, music, and 3D media. You can use the QuickTime tool to place QuickTime or QuickTime VR movies and other types of video files.

You can use this tool to insert these popular video file formats:

- Moving Pictures Experts Group (**.mpg**, **.mpeg**, **.mpe**, **.mpv**), supported by Macintosh and Windows with browser plugins
- Vivo Active Producer (**.viv**), supported by Macintosh and Windows with browser plugins
- Microsoft Audio Video Interleaved (**.avi**), supported by Windows
- Real Media Meta file, which can reference a video or sound file.

To view QuickTime movies, site visitors must have the QuickTime plugin installed in their browsers. For more information on QuickTime and obtaining the QuickTime plugin for your browser, visit Apple Computer's site at **http://www.apple.com/quicktime.**

To insert a QuickTime file, QuickTime VR movie, or other type of video file:

QuickTime tool

1. In Page view, select the QuickTime tool from the Media flyout on the Tool palette.
2. Draw a box where you want to locate the QuickTime movie.

   The File Open dialog box appears.
3. Select the QuickTime file from your hard disk, CD-ROM, or LAN.
4. Click Open.

A placeholder with the first image from the movie appears on the page, and the Quicktime Properties palette appears.

The name of the file you selected appears in the File field on the General tab.

5. To provide text for the browser to display when it cannot play a movie, enter a description in the Alt Tag field.

6. In the Display section, select the option you want:

   - To display the first frame of the movie on your site, select Play inline. By default, NetObjects Fusion displays the first frame of the movie.

   - To open a new browser window in which to play the movie, select Play in new browser window. If you select Play in new browser window, NetObjects Fusion represents the movie on the page with the QuickTime icon. If you want to use a different icon, you can click the Select button and select another image file to represent the movie.

7. To display a control bar that the site visitor can use to start or stop the movie, select Show Controller. This option is not available if you select Hide All in the Controls tab.

8. To store the movie in the cache on the site visitor's system, select Keep movie in user's cache. If the visitor leaves the page and comes back, the movie doesn't have to be downloaded again because it is already in the system cache.

9. Click the HTML button to insert HTML tags and scripts. For information about HTML in NetObjects Fusion, see Chapter 22, "Working with HTML Directly."

Setting the Properties for QuickTime Movies

1. On the Controls tab, set the sound volume for the movie. You can enter a number from 0 to 256.

   The Display options are not available if you select Play in new browser window in the General tab.

2. In the Display options section, select the options you want:

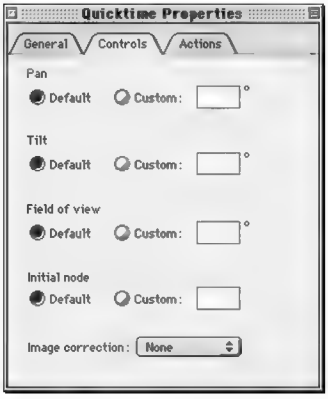
   - If you don't want to show the movie but want to use it only as background sound, select Hide all.
   - To automatically start playing the movie when the page loads, select Autostart.
   - To replay the movie when it comes to the end, select Loop. You can replay the movie from the end to the beginning by selecting Back and forth.

You can add an action to an object using the Actions tab. For more information about adding actions, see Chapter 21, "Building Dynamic Pages."

Setting the Properties for QuickTime VR Movies

1. In Page View, after adding the QuickTime VR file, select the Controls tab on the Quicktime Properties palette.

   You should be familiar with the options displayed on this palette if you have previously worked with QuickTime VR files. For detailed information about these options, see the QuickTime VR user guide.



2. For Pan, Tilt, and Field of view, and Initial mode, select default, or enter a custom value.
3. Choose the Image correction you want from the pop-up menu.
4. Set options on the General tab as you would for a QuickTime movie.

   See "Using the QuickTime Tool" on page 15-6 for information.

Inserting a Video File

You can add video, such as an animation or a movie, to a site. For example, to show some video clips from the company's latest product trade show, you can include the video on your site. Site visitors could preview the video clips to learn more about the company products.

The latest browsers often have video players built in; however, other browsers might require a helper application or plugin. For example, Netscape Navigator includes Live Video. To ensure that site visitors can view the video, you should provide a link to a site from which site visitors can download a plugin that can play the video files.

Using NetObjects Fusion, you can display a video file on a page in one of these ways:

- Use a placeholder icon to represent the video file. When site visitors click the icon, a separate browser window opens and plays the video.
- Play the video on the page when the page is displayed.

You set how video is displayed on the Video Properties palette.

Although you can use the Video tool to insert a video file, such as **.mpeg** or **.avi**, it is better to use the QuickTime tool. NetObjects Fusion supports many popular video file formats. For more information about these formats, see "Using the QuickTime Tool" on page 15-6.

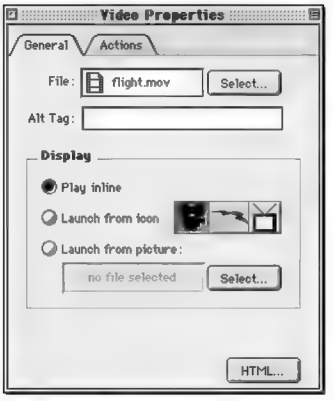
To insert a video file:

Video tool

1. In Page view, select the Video tool from the Media flyout on the Tool palette.
2. Click where you want to position the video placeholder.

   The File Open dialog box appears. MPEG Video files is the default format, but you can also choose QuickTime movie files by selecting QuickTime Files from the Show pop-up menu.
3. Select a video file from your hard disk, CD-ROM, or LAN.
4. Click Open.

   A video file placeholder appears on the page, and the Video Properties palette appears.



5. To provide text that the browser displays if it cannot display the video, enter the text in the Alt Tag field.

6. In the Display section, select the display option for this video:

   - To display the first frame of the video inside the browser window, click Play inline. The image is the placeholder for the movie. The site visitor can start the movie by clicking the image.

   - To select a different NetObjects Fusion image to represent the video on the page, select Launch from icon, then click the image you want.

   - To use another image file you previously created, such as a **.gif** or **.jpeg** file, to represent the video, select Launch from picture. Click Select and choose the image file to use.

7. Click the HTML button to insert HTML tags and scripts. For information about HTML in NetObjects Fusion, see Chapter 22, "Working with HTML Directly."

You can add an action to an object using the Actions tab. For more information about adding actions, see Chapter 21, "Building Dynamic Pages."

Inserting a Sound File

Sounds are either digital or synthesized audio files that a browser with a built-in player or helper application can play. To play sounds, a system must have a sound card and speakers.

On any system, the visitor's browser must be capable of playing sounds, either through a built-in player or helper application. Typically, site visitors must download and install these applications, but most popular browsers have sound file players built in. For example, Live Audio technology is built into Netscape Navigator. Visitors can also download helper applications from sound technology developers and install them in their browsers. Some sound formats also require support from the Web server.

NetObjects Fusion supports the following popular audio file formats:

- Audio Interchange File Format (**.aiff**) with browser plugins can play on Macintosh and Windows.
- Musical Instrument Digital Interface (**.midi, .mid**) can play on almost all types of operating systems.
- **.AU,** the most common sound format found on the Web, is used in Java applets and can play on Sun Microsystems and NeXT systems.
- RealAudio™ (**.ra**, **.ram**) can play streaming audio on all systems, requires RealAudio Web server-resident software, and sometimes includes video. Site visitors must install the RealAudio player browser plugin. Note that these types will not play inline.
- Real Media Meta file (**.rpm**), which can reference either a sound or video file.
- Rich Music Format (**.rmf**) is a sound file format that enhances the use of music and sound in interactive environments, such as the Web.
- Windows Wave (**.wav**) format sound files that play on Windows and Macintosh. For Macintosh, site visitors must have Netscape Navigator 3.x or later.

Note: The **.ram** and **.rpm** files are both meta files. The difference is that **.ram** tells the browser to launch in a new window and **.rpm** plays inline.

You can also add any of these formats as a background sound that plays when a visitor views your page. For more information, see "Setting Layout Background Properties" on page 7-11.

Because an audio file has no visual object, NetObjects Fusion represents the audio file with a graphic, usually an icon or an inline player control bar the browser recognizes. When a site visitor clicks the icon or the play button on the inline player control bar, the browser either plays the sound file or opens a helper application to play it.

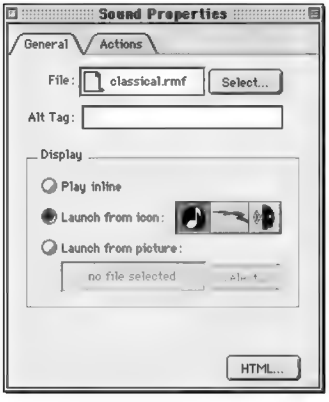
To insert a sound file:

Sound tool

1. In Page view, select the Sound tool from the Media flyout on the Tool palette.
2. Draw a box on the page to indicate the location of the sound file.

   The File Open dialog box appears.
3. Select a sound file from your hard disk, CD-ROM, or LAN.
4. Click Open.

   The default sound icon appears on the page, and the Sound Properties palette appears. The name of the file you selected appears in the File field on the General tab. You can use the Select button to select a different sound file.



5. To provide text that the browser displays if it cannot play the sound, type a description in the Alt Tag field.

6. In the Display section, set the display options for this sound:

   - To use the audio player for your browser, select Play inline. If site visitors have Headspace Beatnik installed on their system, the browser will use that player to play the sound. If you are inserting a Real Plug-in Media (**.rpm**) sound file, select Play inline. The Real Plug-in Media uses Read Media's player.

   - To change the sound icon, select Launch from icon and click one of the three images. The selected image represents a link to the sound on the page. RealAudio (**.ra, .ram**) files only work with the Launch from icon option.

   - To use another image file as an icon linking to the sound, select Launch from picture, click Select, and select an image file.

7. Click the HTML button to insert HTML tags and scripts. For information about HTML in NetObjects Fusion, see Chapter 22, "Working with HTML Directly."

You can add an action to an object using the Actions tab. For more information about adding actions, see Chapter 21, "Building Dynamic Pages."

Inserting Other Types of Files

Although NetObjects Fusion supports a wide variety of media files, you might have other formats, such as Adobe Acrobat PDF files, that you want to include on your site. You can place other files on your site, including Adobe Acrobat, VRML, RealSpace FlashPix files, and Headspace Beatnik files.

When a site visitor clicks the document's icon, the file displays it in the visitor's browser or downloads to the visitor's system. When you insert a file using the Plug-in tool, site visitors need the appropriate plugin for their browser and platform to use the file.

To insert a file using the Plug-in tool:

Plug-in tool

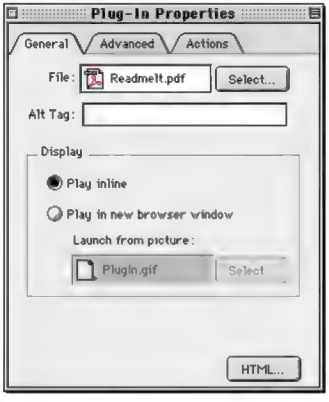
1. In Page view, select the Plug-in tool from the Media flyout on the Tool palette.
2. Draw a box where you want to place the plugin.

   The File Open dialog box appears.
3. Select a file from your hard disk, CD-ROM, or LAN.

   To display the various file types that NetObjects supports, choose one, such as Realspace FlashPix, from the Show pop-up menu.

   To insert a plugin that is not explicitly supported by NetObjects Fusion, choose All Files.
4. Click Open.

   The plug-in placeholder image appears on your page, and the Plug-In Properties palette appears.



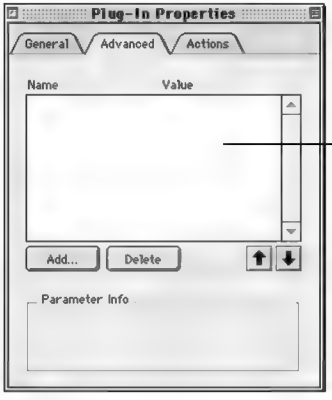
5. To provide text for the browser to display if it cannot display the file, enter a description in the Alt Tag field.
6. In the Display section, select the option you want:
   - To display the file on your site, select Play inline.
   - To open a new browser window in which to display the file, select Play in new browser window. NetObjects Fusion launches the file when the site visitor clicks the plug-in icon. By default, the

Plugin.gif icon represents the file on your page. If you want to use a different image, you can click the Select button below Launch from picture and select another image file.

7. Click the HTML button to insert HTML tags and scripts. For information about HTML in NetObjects Fusion, see Chapter 22, "Working with HTML Directly."

8. Select the Advanced tab.

   The Advanced options appear.



Use the Parameters section to add custom settings to the plugin. You cannot change the plugin's standard parameters, such as height and width.

9. Set the parameters. Because you can add different parameters for different files, see the associated user guide.

   - To edit parameters that appear in the Parameters section, double-click the parameter. Enter the value in the Add Plug-In Parameter dialog box.
   - To add a parameter, click the Add button and enter the parameter name and value in the Add Plug-In Parameter dialog box.
   - To remove a parameter, select it and click the Delete button.
   - To change the order of the parameters, select the parameter and click the up or down arrow buttons. The selected parameter moves up or down in the parameters list.

You can add an action to an object using the Actions tab. For more information about adding actions, see Chapter 21, "Building Dynamic Pages."

Replacing a Media File

Sites are constantly changing and evolving. As you build your site or after using it for some time, you might want to change a media file that you used in a specific location. You can replace one file with another.

To replace a media file with a new file:

1. In Page view or Assets view, double-click the media placeholder on your page.

   The File Open dialog box appears.

2. Select the new file and click Open.

Editing a Media File's Properties

When you place a media file on your page, you can set the properties for that file in the Properties palette. The properties determine how the media file looks and works on your page. After previewing a page or from site visitors' feedback, you might want to change the properties for a particular file.

To edit a media file's properties:

1. In Page view, click the media file's placeholder.

   The Properties palette for that file appears.

2. Change the options you want.
3. Save the site.

Adding Java

You can make your site more interesting and interactive by adding special applications, such as Java applets. The tools in NetObjects Fusion make it easy to insert a Java applet or servlet and set its properties. To choose appropriate properties settings, you should be familiar with Java before you add these types of application files to your site.

This chapter describes how to add Java applets and servlets to your site.

Inserting a Java Applet or Servlet

Java applets and servlets are efficient ways of adding sound and animation, such as scrolling messages and color cycling buttons, to a page. Java applets and servlets are platform-independent applications with compact file sizes. Usually, Java applets run on the client platform, which means site visitors download and run them from a Web browser. Most browsers are Java-compatible, so site visitors don't need special plug-ins to run a Java application.

If Java applets and servlets meet certain standards, you can edit their parameters without leaving NetObjects Fusion. When you embed a Java applet or servlet file on a page, NetObjects Fusion displays the file's parameters on the Java Properties palette.

Visit the NetObjects Fusion site (**http://www.netobjects.com**) to learn the details of using Java applets and servlets, and the standards that NetObjects Fusion uses to display the applet or servlet's parameters.

To insert a Java applet or servlet:

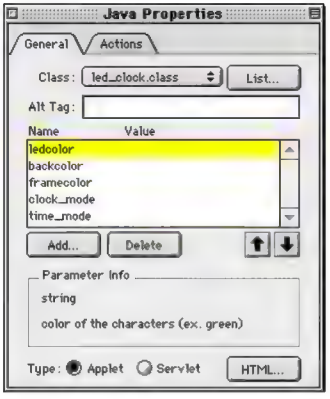
Java tool

1. In Page view, select the Java tool from the Tool palette.
2. Draw a box to indicate the position of the Java applet or servlet.

   The File Open dialog box appears.
3. Select the appropriate Java file from your hard disk, CD-ROM, or LAN.

   The extension for a Java file is **.class**. A sample Java applet is available in the **Samples: Content: Java Applets** folder in the **NetObjects Fusion 3.0** folder.
4. Click Open.

The Java placeholder image appears on the page, and the Java Properties palette appears.



The name of the file you selected appears in the Class pop-up menu on the General tab.

5. Select Applet or Servlet depending on the type of file you are inserting.
6. To provide text for the browser to display if it cannot display the file, enter a description in the Alt Tag field.
7. Set the parameters.

   You must be familiar with Java and the applet or servlet to successfully set these parameters. In some cases, Java developers do provide documentation that explains the parameters.

   - To add a parameter, click the Add button and enter a name and value in the Enter Value dialog box.

     Typically, you can add more instances of a parameter that already exists. For example, if text1 and text2 already exist, an applet will probably recognize a text3 parameter you create. If you add a parameter the applet doesn't recognize, the parameter is ignored.

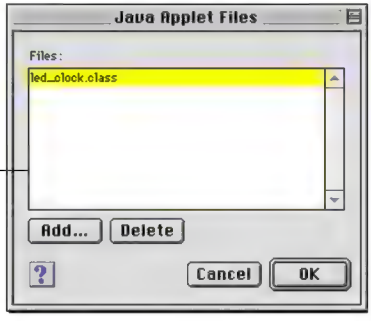
   - To edit parameters that appear in the Parameters section on the General tab, double-click the parameter. Enter a value in the Enter Value dialog box.

For servlets, you can specify that the value is an initialization value for the parameter by checking the Value is an initialization option in the Enter Value dialog box.

- To learn more about each parameter, select the one you want to see information about and look at the Parameter info section on the General tab.
- To remove a parameter, select it and click the Delete button.
- To change the order of the parameters, click the Up or Down arrow buttons. The selected parameter moves up or down in the parameters' list.

8. If your applet or servlet uses more than one **.class** file and you need to add others, click the List button. The Java Applet Files dialog box appears.

This list shows all the .class files that NetObjects Fusion detects in the chosen .class file.



9. Click Add in the Java Applet Files dialog box. The File Open dialog box appears.
10. Select another **.class** file and click Open.
11. Click OK to close the Java Applet Files dialog box.

To delete a **.class** file from the Class list, click the List button and select the appropriate **.class** file in the Java Applet Files dialog box. Click Delete, then click OK. You can drag a Java **.class** file from a folder onto your page. The Java placeholder appears on the page, and you can set the Java properties for that file.

Note: After you place a Java object, you cannot change the applet or servlet it embeds. If you want to replace one object with another, you must delete the original Java object and create a new one.

Designing and Implementing Forms

You can add forms to your site to collect information from site visitors, for example, to survey potential customers, conduct credit-card transactions, have customers register products, or otherwise process information submitted by your visitors.

Using forms, visitors can type in text fields, and select options in check boxes, radio buttons, and combo boxes. You can use NetObjects Fusion's Form Handler component to have responses posted in an email or copied to a text file on your Web server. Or, you can assign a Common Gateway Interface (CGI) script to further process responses, for example, by summarizing them on a confirmation page.

Creating forms involves:

- **Creating one or more forms on a page**
- **Adding text fields, check boxes, radio buttons, and combo boxes**
- **Adding Submit, Reset, and custom buttons**
- **Submitting data via email or to a text file**
- **Processing data with a CGI script**
- **Adding hidden fields for client-side parameters**

You can also use JavaScripts or Visual Basic routines with forms, for example to do client-side processing before sending data to the server. For information on attaching script to forms, see Chapter 22, "Working with HTML Directly."

Note: Don't publish pages containing forms using the CSS and Layers HTML output option, or the forms won't display properly.

Creating a Form

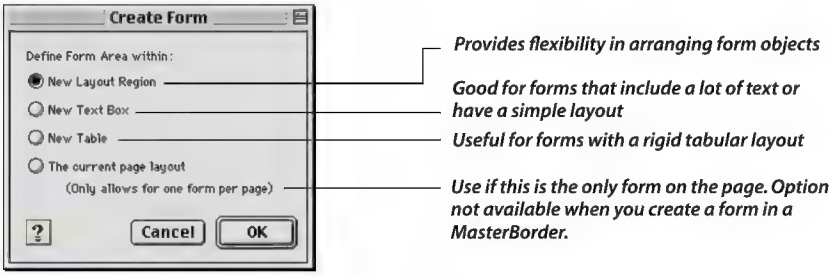
With NetObjects Fusion, you can create one or more forms on a page. Devote an entire Layout area to a detailed survey, or create one or more forms in a Layout Region, table, or text box. One form might log product registrations, for example, while another emails customer comments to a product manager. You can also add a form to the MasterBorder to appear on each of several pages.

Form Area tool

1. In Page view, select the Form Area tool from the Tool palette, and draw a rectangle in the Layout area or MasterBorder.

   The Create Form dialog box appears.

2. Select a type of form.


Create Form
Define Form Area within:
New Layout Region
New Text Box
New Table
The current page layout
(Only allows for one form per page)
Cancel
OK
Provides flexibility in arranging form objects
Good for forms that include a lot of text or have a simple layout
Useful for forms with a rigid tabular layout
Use if this is the only form on the page. Option not available when you create a form in a MasterBorder.

- **A Layout Region**. Use this option to create a form in a Layout Region that you can resize and drag anywhere on the page. When you add form objects, text boxes, and other objects to the region, you can freely position and align them, just as you do objects in a Layout area.

- **A Text Box**. Use this option to create a form in a text box. Text you type and form objects you add appear sequentially inline, just as when you type. This is a good choice for forms that have a lot of text, where objects appear inline, or that have a simple layout, like a row of check boxes or single column of fields.

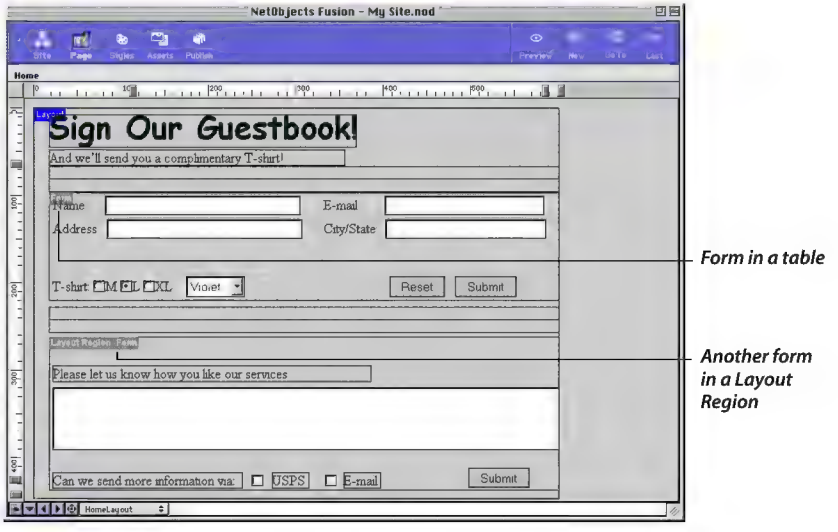
  A text box form usually generates less HTML when you publish than a Layout Region form.

- **A Table.** This option creates a table where you can line up form objects by inserting them in table cells. Each cell acts like a text box, where you type and add objects just as you add other objects to a table.

- **The current page layout.** Use this option to fill your entire Layout area with a form. You can't use this option if there's a form in the page's MasterBorder. You'll also notice it's not available in the Create Forms dialog box when you use the Form Area tool in a MasterBorder.

3. Click OK.

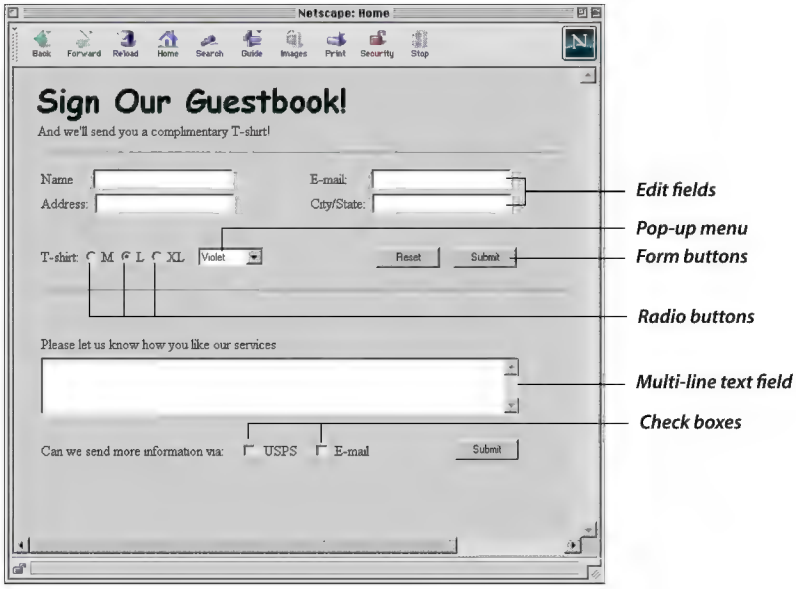
4. Add fields, check boxes, and other objects to your form, along with images and other content, as described in "Adding Objects to a Form."



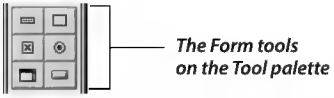
You can also turn an existing Layout or object into a form. Click the Layout area, Layout Region, text box, or table, and select the form option on the Properties palette; for example, Text box is a form.

Adding Objects to a Form

You can add any standard form objects to a form, including single- and multiple-line text fields, check boxes, radio buttons, list boxes, pop-up menus, and form buttons.



You add objects to a form using the Form tools located on the Tool palette. To open the Tool palette choose Tool Palette from the View menu.



Arrange and align the fields, check boxes, and other objects in a form, just as you would arrange objects in a Layout area, table, or text box. You must place form objects inside a form to make them work as part of the form.

To minimize the amount of HTML generated by a Layout Region form, align its objects by selecting them and using the Multi-Object Palette.

Browsers display form objects differently, so test your form on all the browsers and platforms you plan to support.

Naming Form Objects

When you add objects to a form, you provide a name or argument for each object that's passed to the Form Handler component or CGI script processing responses. These names can then be used to output or otherwise process the text typed in each field or the state of each check box, radio button, or combo box.

If you're using the Form Handler to output responses, you must name each form object with a sequential number, beginning with 1, and continuing with 2, 3, and so on. Don't use text characters or punctuation, as in 1-RadioButton.

In addition to names, you might also provide a value to be sent when a site visitor selects a check box, radio button, or item in a combo box. For example, a check box named Yellow with a value of Yes might be sent to a CGI script as Yellow=Yes, depending on the script.

Actions you add with NetObjects Fusion can also use form object values to manipulate a site visitor's response. For information on using actions with values, see "Scripting JavaScript Expressions" on page 21-24.

Note: Avoid associating an action with an object that's inside a form. Problems with some browsers can keep the form from displaying. You can, however, use an action with an object that's outside the form.

If you're using a CGI script, you might need to coordinate the names and values you enter with those used in the script. Also, each CGI script has its own naming conventions, but in general, names can't include spaces or punctuation. Check with your Web administrator or ISP for more information.

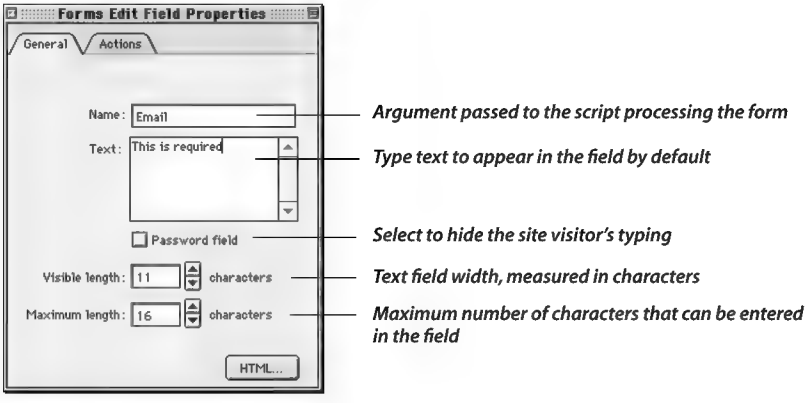
Adding a Single-Line Text Field

A single-line text field can accommodate just a few words, such as a name or phone number.

After creating the form as described on page 17-2:

Edit Field tool

1. In Page view, select the Forms Edit Field tool from the Tool palette.
2. Draw a rectangle on the form.
3. On the Forms Edit Field Properties palette, define the field's size, content, and name passed to the script processing the form.


Forms Edit Field Properties
General
Actions
Name: Email
Text: This is required
Password field
Visible length: 11 characters
Maximum length: 16 characters
HTML...
Argument passed to the script processing the form
Type text to appear in the field by default
Select to hide the site visitor's typing
Text field width, measured in characters
Maximum number of characters that can be entered in the field

- **Name**. Type the argument for this field that's passed to the CGI script processing the form. Ask your Web administrator or ISP if you're not sure what's required here.

  If you're using the Form Handler, use a number indicating the object's order in the output text. For example, a field with the name 2, where a visitor has typed St. Louis, might appear as 2=St. Louis.

- **Text**. Type text to appear in the field by default. This text is submitted as the response if the site visitor doesn't replace it.

- **Password field.** Select this option if the field is for sensitive information like a password or credit card number. Characters site visitors type are submitted to the script, but depending on the browser, visitors see asterisks, bullets, or nothing at all as they type.
- **Visible length.** Enter a number defining the text field's width in characters.
- **Maximum length.** Enter a number defining how many characters can be entered in the field. When typing exceeds the field's width, text scrolls up to this number of characters.

4. To label the field, use the Text tool on the Tool palette to insert text next to it.

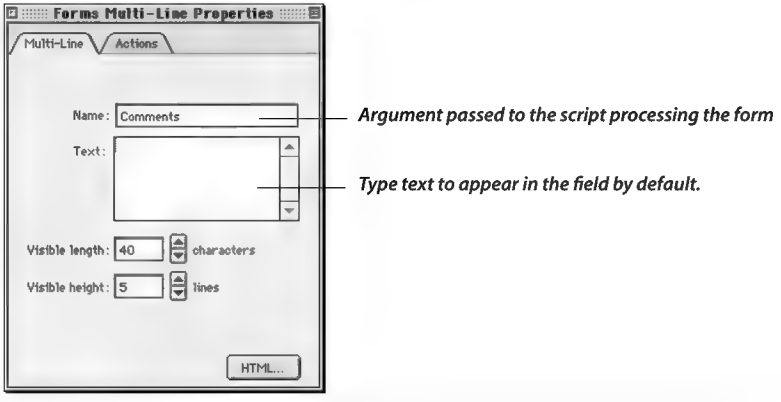
Adding a Multiple-Line Text Field

To provide a place for long comments or descriptions, you can add a multiple-line text field. Site visitors can type as much as they want, and text scrolls as necessary.

After creating the form as described on page 17-2:

Multi-Line tool

1. In Page view, select the Forms Multi-Line tool from the Tool palette.
2. Draw a rectangle on the form.
3. On the Forms Multi-Line Properties palette, define the field's height, content, and name passed to the script processing the form.



- **Name**. Type the argument for this field that's passed to the CGI script processing the form. Ask your Web administrator or ISP if you're not sure what's required here.

  If you're using the Form Handler, use a number indicating the object's order in the output text. For example, a field with the name 4 that a visitor has typed in might appear as 4=Your Web site is really great.

- **Text**. Type text to appear in the field by default. This text is submitted as the response if the site visitor doesn't replace it.

- **Visible length**. Enter a number defining the text field's width in characters.

- **Visible height**. Enter a number defining the field's height in lines. When typing exceeds this height, the text scrolls.

4. To label the field, use the Text tool to insert text next to it.

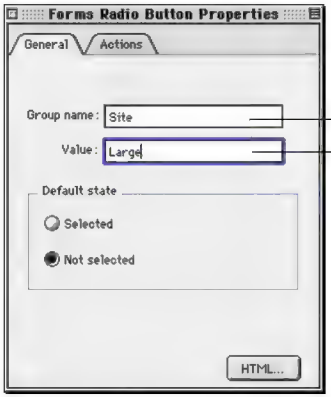
Adding Radio Buttons

Use radio buttons when you want site visitors to choose one option from a group. Clicking one radio button deselects all others in its group.

After creating the form as described on page 17-2:

Radio Button tool

1. In Page view, select the Radio Button tool from the Tool palette.
2. Draw a rectangle on the form.
3. On the Forms Radio Button Properties palette, define the button and group name passed to the script processing the form.



- **Group name**. Type the argument for this group of buttons that's passed to the CGI script processing the form. Ask your Web administrator or ISP if you're not sure what's required here.

  To group radio buttons, assign each button in the group the same group name in the Properties palette.

  If you're using the Form Handler, use a number indicating the button's order in the output text.

- **Value sent.** Type the argument passed for the button if the site visitor selects it.

  If you're using the Form Handler, and a visitor selects a button named Large in a group named 4, the output text might appear as 4=Large.

- **Default state**. Choose either Selected or Not selected to set the button's initial status, which is returned as the response if the site visitor doesn't change it. Remember that only one radio button in a group can be selected at a time.

4. To label each radio button, use the Text tool to insert text next to it.

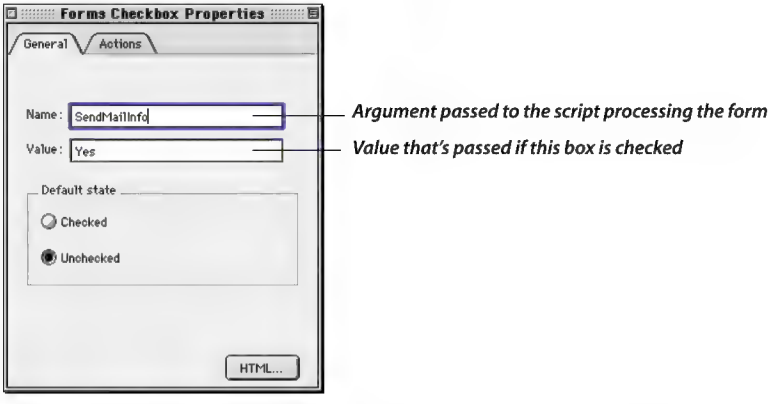
Adding Check Boxes

You can provide check boxes for making one or more selections from a group of options, or to turn a single option on or off. Unlike radio buttons, any number of boxes in a group can be selected at the same time, or site visitors can leave them all unselected.

After creating the form as described on page 17-2:

Checkbox tool

1. In Page view, select the Forms Checkbox tool from the Tool palette.
2. Draw a rectangle on the form.
3. On the Forms Checkbox Properties palette, define the name for this box that's passed to the script processing the form.



- **Name**. Type the argument for this box that's passed to the script processing the form. Ask your Web administrator or ISP if you're not sure what's required here.

  If you're using the Form Handler, use a number indicating the box's order in the output text.

- **Value.** Type the argument passed for the box if the site visitor checks it.

If you're using the Form Handler, and a visitor checks a button named 6 that has the value Email, the output text might appear as 6=Email.

- **Default state.** Select either Checked or Unchecked to set the box's initial status, which is returned as the response if the site visitor doesn't change it.

4. To label each check box, use the Text tool to insert text next to it.

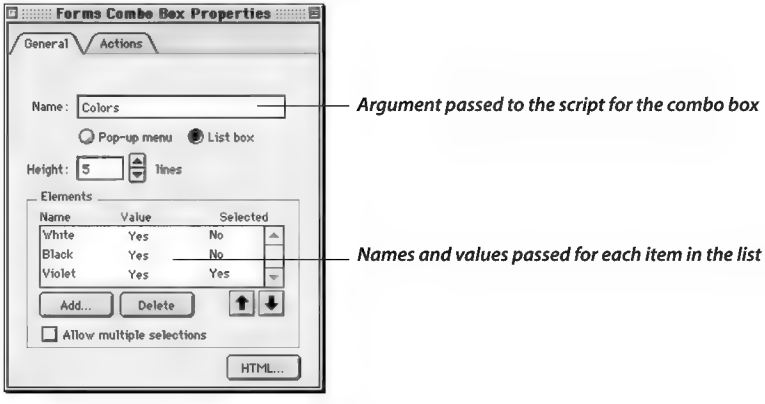
Adding a Combo Box

If a long list of check boxes or radio buttons takes up too much space in your form, you can list options in a combo box, instead. Use a list box if you want site visitors to be able to select more than one option, which is a space-saving alternative to a group of check boxes. Or use a pop-up menu for selecting only one option, which is an alternative to radio buttons.

After creating the form as described on page 17-2:

Combo Box tool

1. In Page view, select the Forms Combo Box tool from the Tool palette.
2. Draw a rectangle on the form.
3. On the Forms Combo Box Properties palette, define the type of list, its options, and names that are passed to the script processing the form.



- **Name**. Type the argument for this combo box that's passed to the script processing the form. Ask your Web administrator or ISP if you're not sure what's required here.

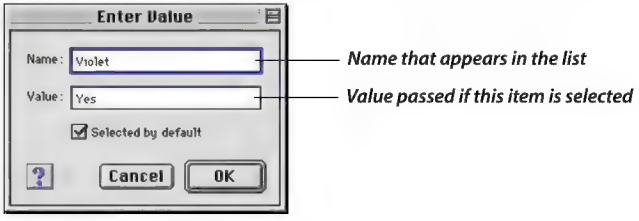
  If you're using the Form Handler, use a number indicating the combo box's order in the output text.

  Select whether you want a pop-up menu that displays one item at a time, or a list box that can display several items in a scrolling list.

- **Height**. For a list box, enter a number defining the list's height, in lines.

- **Allow multiple selections**. For a list box, select this option if you want site visitors to be able to select more than one item in the list.

4. For each item in the list, click the Add button and, in the Enter Values dialog box, type a name and the value passed to the script for the item.



   - **Name**. Type the name passed for this item, which is also the name that appears in the list.

   - **Value**. Type the value passed if the item is selected.

   - **Selected by default.** Check this option if you want this item initially selected. Unless you're creating a list box and you select Allow Multiple Selections, only one item in the list can be selected by default.

5. To give the list a label, use the Text tool to insert text next to it.

Adding Submit, Reset, and Custom Buttons

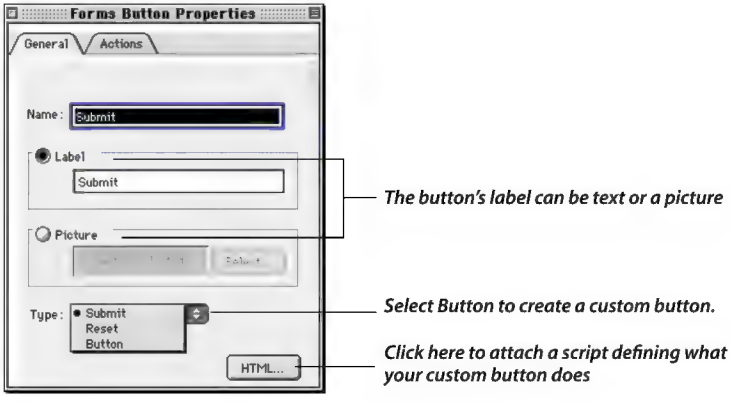
After adding objects for collecting data from site visitors, you need to add a Submit button to send the data to your Web server. You can also supply a Reset button so visitors can clear the form, if they want to enter responses from scratch. And you can add a custom button that runs a script on the visitor's browser, for example, to calculate shipping for a purchase or to validate that the right information is entered in a field.

Note: If you're using the Form Handler component to send form responses in an email or to a text file, create your Submit button as described in "Submitting Data to a Text File" on page 17-14.

After creating the form as described on page 17-2:

Forms Button tool

1. In Page view, select the Forms Button tool from the Tool palette.
2. Draw a rectangle on the form.
3. On the Forms Button Properties palette, choose the type of button you want to create and give it a label.



- **Name**. Use the name your CGI script references.

- **Label**. If you want a different text label, select Text and type the label in the field.
- **Picture**. To use a picture as a label, select Picture, click Select, and choose an image file from the File Open dialog box.
- **Type**. Choose the type of button you want to create from this pop-up menu.

  Choosing Submit creates a button that sends the site visitor's responses to the Form Handler or CGI script on the Web server. Choosing Reset creates a button that reverts to the form's initial settings. And choosing Button creates a custom button that runs the script you add using the HTML button.
- **HTML**. Click here to open the Object HTML dialog box and add a script that runs on site visitors' browsers when they click the button you're creating. Do this for a custom button to define what it does.

  For more information, see "Accessing an Object's HTML" on page 22-6.

Submitting Responses as Plain Text

You can have responses submitted as plain text in an email or to a file on the Web server using the NetObjects Fusion Form Handler component. When you use the Form Handler, you don't have to provide your own CGI script.

Note: Using the Form Handler component might require configuration of your Web server, which some administrators or ISPs might not support. To find out what's required, see the usage note at **www.netobjects.com/support**.

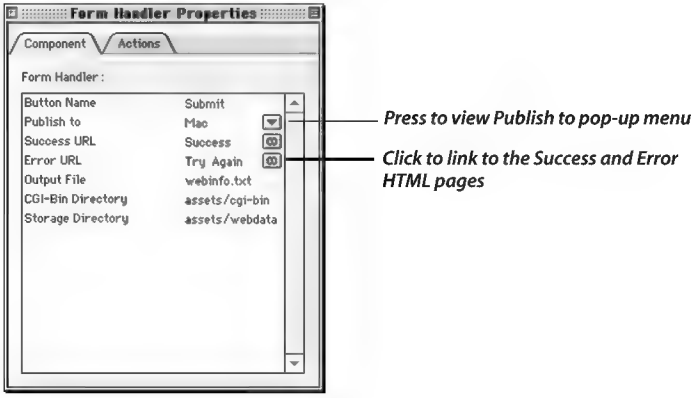
Submitting Data to a Text File

To use the Form Handler component to copy site visitors' responses to a text file on your server, use the component's tool to create the form's Submit button.

After creating the form as described on page 17-2:

Form Handler tool

1. In Page view, select the Form Handler tool from the Component tool flyout area of the Tool palette and draw a rectangle on the form for the Submit button.
2. On the Form Handler Properties palette, identify the type of server, and rename the Submit button if you want.



Click each row in the palette and enter information as follows:

- **Button Name**. Type another name for the button's label, or use the one that's there.
- **Publish to**. From the pop-up menu, choose the type of Web server you're publishing to: Windows, UNIX, Mac, or Email.
- **Success URL**. Click the ellipse and, in the Link dialog box, select the page to display when a site visitor accurately completes the form. Click the Link button when you're done.
- **Error URL**. Click the ellipse and, in the Link dialog box, select the page to display when the submission fails, for example, if the site visitor doesn't fill in a required field.
- **Output File**. Type a name for the file you want responses copied to. Don't specify a path.

Note: If any object in your form isn't listed in the Form Handler Properties palette, you might have named it incorrectly. For information, see "Naming Form Objects" on page 17-5.

3. If you're publishing to a UNIX server, enter the following. You might need to consult your Web administrator or ISP for this information.
   - **Perl Path for UNIX**. Type the path to the Perl application on the server. Note that Perl 5 is required on the server.
   - **CGI Bin Directory**. Type the path to the directory on the Web server where CGI scripts should be copied.
   - **Storage Directory**. Type the path to the directory on the Web server where you want NetObjects Fusion to put the Output file containing submitted form data.

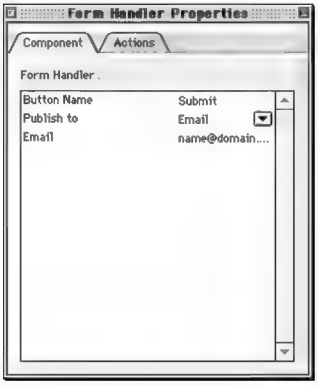
Submitting Data in an Email

You can also use the NetObjects Fusion Form Handler component to copy site visitors' responses into an email to any address you specify.

The Email setting of the Forms Handler uses the mailto command and not the FormsHandler.cgi script to process the form. Therefore, it is not possible to specify success and error URLs, or required fields, because these functions are controlled by CGI scripts.

Form Handler tool

1. In Page view, select the Form Handler tool from the Components tool flyout area of the Tool palette, and draw a rectangle on the form for the Submit button.
2. Select Email from the Publish to pop-up menu.



3. In the Email field, type the email address.
4. In the Button Name field, type a new name for the button if you want.
    - **Button Name**. To change the button's label, click the Button Name row and type a name.
    - **Publish to**. Click this option and choose Email from the pop-up menu.
    - **Email**. Click this option and type the email address to which responses will be sent.

Note: Not all browsers support the mailto command, and not all email clients understand how to receive information from forms. Be sure to test the Email option with all the browsers and email clients you plan to support.

Processing Data with a CGI Script

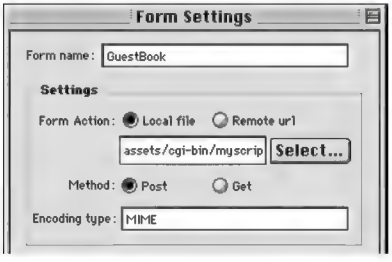
To process form responses other than by outputting text, use a CGI script. A CGI script is a program that controls a program on your Web server. Using a CGI script, you can format responses for a particular application, summarize them on a page that's returned to the site visitor, or do practically anything else with the data. For more information about the benefits of CGI scripts, talk to your Web administrator or ISP.

Note: Not all Web administrators let you install CGI scripts on their servers. Some provide standard CGI scripts for you to use, and a few don't support CGI at all. For information on CGI support for your Web server, consult your server administrator or ISP.

1. In Page view, click anywhere in the form except on a form object.
2. On the form's Properties palette, click the Settings button.

   For a text box form, look for the Settings button on the Text Box tab. For other forms, look on the General tab.

   The Form Settings dialog box appears.
3. In the top half of the dialog box, specify the CGI script.



- **Form name**. Type an arbitrary name for the form. This is required by some browsers.
- **Form Action**. If the CGI script is already on the server, select Remote url and enter its URL; for example:

www.host.com/myaccount/fusionproject/assets/cgi-bin/myscript.cgi

Note: Normally, NetObjects Fusion publishes CGI scripts to the **cgi-bin** folder on the Web server. If your server's configuration requires publishing scripts somewhere else, you must use the Advanced Settings dialog box to specify that location in the CGI script field. See "Creating Aliased Folders and Setting the CGI-Bin Directory" on page 26-17.

If the CGI script isn't already on the Web server but needs to be published along with your site's assets, select Local file, then click Select and choose the script file to be published. This file appears in the Form Action field.

When visitors click Submit, their Web server executes the CGI script at this URL.

Note: If the URL isn't to your server's **cgi-bin** folder, you also have to customize your site's published directory structure by renaming **cgi-bin** appropriately. See "Customizing Your Directory Structure" on page 26-21.

- **Method.** Select the method for sending form data to the Web server.

  Select Post, which is the preferred method, to send data as a standard stream of name=value pairs, separated by an ampersand (&).

  Select Get to send data using environment variables. Use Get with care, as some Web servers truncate data sent via this method.

- **Encoding type**. If your Web server requires data to be encoded in a particular format, such as MIME or BinHex, type the format here.

4. Click OK.

Adding Hidden Fields

If a CGI script is processing your form, you probably need to use hidden fields to pass additional information to it, such as which fields must be filled out to display the success page or where to return data once it's been processed; for example, to your email address. Site visitors don't see these fields, but their values are submitted to the script along with form responses.

Note: If you're not sure what hidden fields a CGI script requires, ask the script author, or your Web administrator or ISP.

1. In Page view, click anywhere in the form except on a form object.
2. On the Properties palette, click the Settings button.

   For a text box form, look for the Settings button on the Text Box tab. For other forms, look on the General tab.

   The Form Settings dialog box appears.
3. Add names and values for each hidden field in the bottom of the dialog box.

   - To add a field, click the Add button, then enter a name and value for the field in the Enter Value dialog box.
   - To remove a field, select it and click the Delete button.
   - To reorder fields in the list and define their order in the submitted data, select a field and click the up or down arrow.
4. Click OK.

Note: If you're using the Form Handler component to process a form, don't enter hidden fields yourself. The Form Handler enters the fields it needs for you.

Using NetObjects Fusion Components

NetObjects Fusion Components are pre-built mini-applications that add sophisticated interactivity to your site with no custom programming or scripting required on your part. For example, you can use the Site Mapper component to add a button that site visitors can click to display a full navigational map of the site.

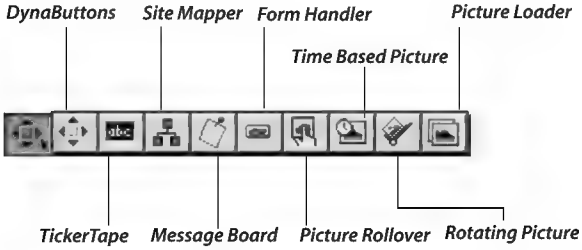
Because of the security features in some browsers, NetObjects Fusion cannot display Components when previewing pages. You must publish the site locally or remotely and browse it via http: protocol to check a Component added to a site. For more information about publishing your site, see Chapter 26, "Publishing Your Site."

This chapter explains how to work with NetObjects components on your pages, including:

- **Learning about each NetObjects Fusion Component**
- **Adding NetObjects Fusion Components to a page**
- **Setting component properties for the client site**
- **Adding new components to NetObjects Fusion**

Component Tools

NetObjects Fusion includes nine pre-built components and one tool for adding new components. You place components on your pages using the Component flyout on the Tool palette.



Some NetObjects Fusion Components require setup on the server side. You can find information about server-side setup in usage notes at **http://www.netobjects.com/support**. If you are a software developer and want to create your own NetObjects Fusion components, sometimes called NFXes, you can use the NetObjects Component Development Kit (CDK), available for free from NetObjects. You can download the CDK from the NetObjects site at **www.netobjects.com**.

Note: For more information about using the Form Handler, see Chapter 17, "Designing and Implementing Forms."

Adding DynaButtons

DynaButtons are **.gif** files embedded in a Java applet that link to another page on your site, other sites, or a specific file. You can place DynaButtons anywhere on your pages and assign up to 20 buttons to a DynaButton bar. In addition, you can assign up to 20 sub-buttons to each DynaButton. You can create sub-buttons for navigating from a main page to pages at a lower level.

When you publish the site, each button appears in the browser in the primary button style selected for the site and displays the name of the page to which it is linked. You cannot assign custom images to DynaButtons. To use custom images for buttons, use the Picture Rollover tool.

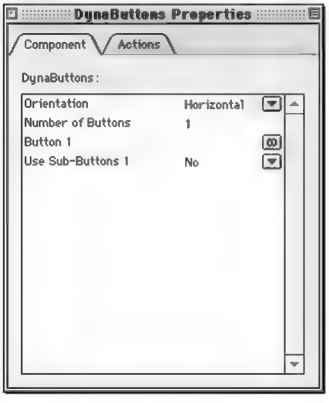
Because a DynaButton is an active link, the button appears active when a site visitor moves the mouse pointer over the DynaButton or clicks the button. The site visitor can click the DynaButton to go to the appropriate link.

To add DynaButtons and set properties:

DynaButtons tool

1. In Page view, select the DynaButtons tool from the Component flyout on the Tool palette.
2. Draw a box on the page to indicate the DynaButtons' location.

   A button placeholder labeled DynaButtons appears on the page, along with the DynaButtons Properties palette.



3. Select the buttons' orientation—vertical or horizontal—from the pop-up menu.
4. Click on the right side of the Number of Buttons row, type how many buttons you want, and press Return.
5. Click the Link icon next to the button number.

   The Link dialog box appears. You can link this button to another page, file, smart link, or external link. For information about adding links, see "Working with Links" on page 14-2.

6. Create the link for the button and click Link.

   The details of the link appear in the right column of the button row. To edit the link, click the Link icon again.

You can add an action to an object using the Actions tab. For information about adding actions, see Chapter 21, "Building Dynamic Pages."

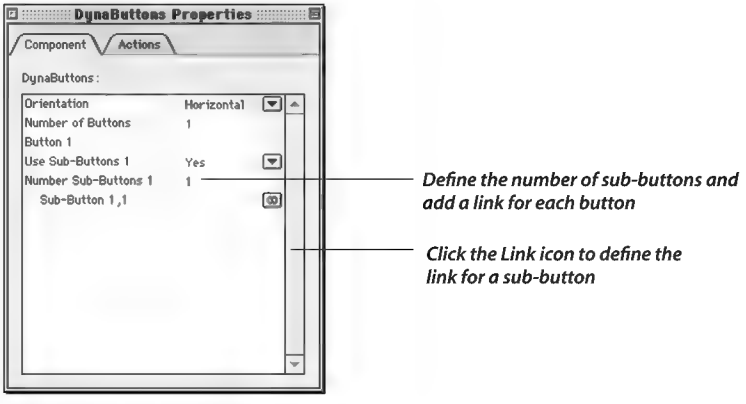
Adding Sub-Buttons

If a DynaButton contains sub-buttons, the sub-buttons appear when a site visitor clicks the DynaButton. The sub-button shows information about the link associated with the button. For example, if the sub-button is linked to an external link, the sub-button displays the asset name for the external link.

To add sub-buttons and set the properties:

1. In Page view, create a DynaButton as described in "Adding DynaButtons" on page 18-2.
2. In the DynaButton Properties palette, choose Yes from the Use Sub-Buttons row pop-up menu.

   NetObjects Fusion adds a Number Sub-Buttons row under the Use Sub-Buttons row.



3. To specify the number of sub-buttons, click in the Number Sub-Buttons row, enter the number of buttons, and press Return.

The limit is 20 sub-buttons. The appropriate number of sub-button rows appear, numbered in sequential order.

4. To define the link for each sub-button, click the Link icon in the appropriate sub-button row, such as Sub-Button 1,2. The first number, in this case the 1, identifies the button for which the sub-button was created, and the second number is number of the current sub-button.

   The Link dialog box appears. For information about adding links, see "Working with Links" on page 14-2.

5. Create the link for the sub-button and click Link.

6. Repeat steps 3 through 5 to create and define each sub-button.

Using Ticker Tape

Often, you want to announce a special promotion or event on your site. You can use the Ticker Tape component to add a scrolling message to a page and set the colors and speed that are used to display the message.

To add a Ticker Tape component and set its properties:

Ticker Tape tool

1. In Page view, select the Ticker Tape tool from the Component flyout on the Tool palette.

2. Draw a rectangle to indicate the location of the Ticker Tape display. Make the rectangle the size you want for the message background.

The Ticker Tape placeholder appears on the page, and the Ticker Tape Properties palette appears.

3. To display multiple messages in the Ticker Tape display, click next to Number of Messages, specify the number, and press Return.

   You can specify up to 50 messages. A new Text for Message and URL for Message row appears for each message you specified.

4. Click next to the Text for Message, and type the message in the Ticker Tape text entry field. Press Return.

5. Click the Link icon in the URL for Message row.

   The Link dialog box appears. For information about creating links, see "Working with Links" on page 14-2.

6. Create the link for this message and click Link.

7. Repeat steps 4 through 6 for each message in the Ticker Tape display.

8. Click next to Speed, specify the scrolling speed (1 to 50) of the message, and press Return.

   Specify a higher number to make the message scroll faster; a lower number to make the message scroll slower.

9. To set the frame, background, and LED colors, choose the color you want from the pop-up menu.

- Frame Color determines the border color of the Ticker Tape display. The default is light gray.
- Background Color determines the background color of the Ticker Tape display. The default is black.
- LED Color determines the color of the message text. The default is green.

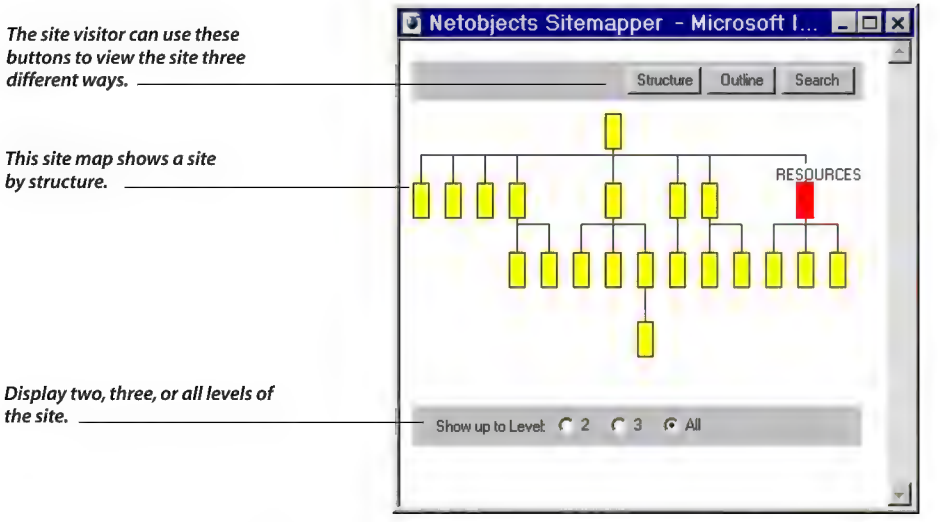
You can add an action to an object using the Actions tab. For information about adding actions, see Chapter 21, "Building Dynamic Pages."

Adding a Site Map Button

Site Mapper is a Java navigation applet that site visitors can use to create an interactive map of a site. If your site is large, Site Mapper simplifies navigation by providing a detailed view of the site's levels. Using the site map, visitors can jump directly from page to page without using the page navigation controls. You cannot place Site Mapper inside a frame.

The Site Map button provides three ways for visitors to view the site:

- By structure, similar to the Site view in NetObjects Fusion
- In an outline view
- By searching for certain words


The site visitor can use these buttons to view the site three different ways.
This site map shows a site by structure.
Display two, three, or all levels of the site.
Netobjects Sitemapper - Microsoft I...
Structure
Outline
Search
RESOURCES
Show up to Level: 2 3 All

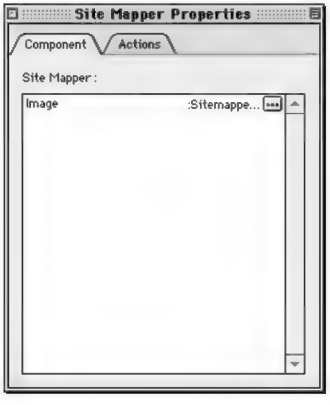
To add a Site Map button and set its properties:

1. In Page view, display the page of your site where you want to include the Site Mapper component.

Site Mapper tool

2. Select the Site Mapper tool from the Component flyout on the Tool palette.
3. Draw a box on the page to indicate the location of the Site Map button.

   The Site Map button appears on the page, and the Site Mapper Properties palette appears.



4. To change the image displayed for the Site Map button, click the Select icon (...) in the Image row, then select the image file you want from the File Open dialog box. For information about placing an image, see "Adding Pictures" on page 10-3.

   The selected image appears on the page.

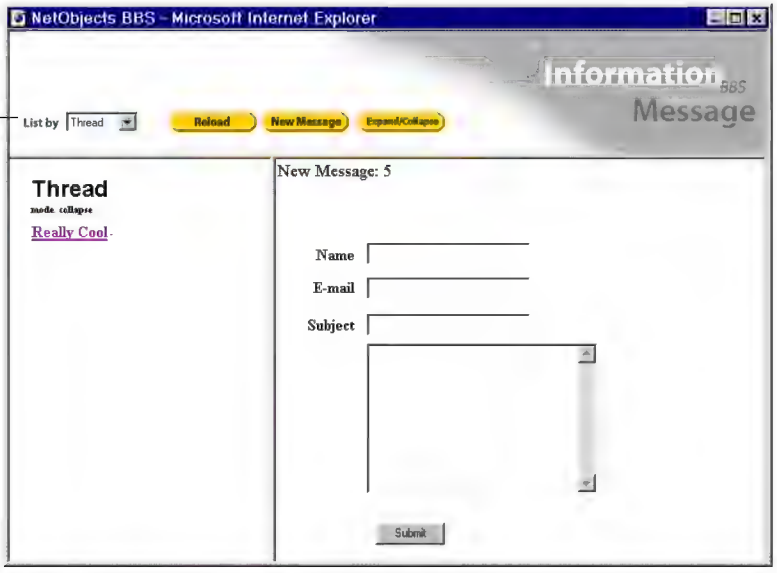
You can add an action to a NetObjects Fusion object using the Actions tab. For information about adding actions, see Chapter 21, "Building Dynamic Pages."

Adding a Message Board

You can create a Message Board on your site by adding the NetObjects Fusion Message Board component to a page. The Message Board component is also called the BBS or BBS component.

When site visitors click the Message Board button, the browser opens a new browser window displaying the Message Board. Visitors can use this message board to read messages organized by thread, subject, author, or time; expand or collapse the view; post new messages; and reply to messages.

Site visitors can select how to display messages.



You can have only one Message Board per site. For the Message Board to run properly, your Web server must be able to run CGI scripts, and the site visitor's browser must support the Netscape JavaScript standard. Before you can view the Message Board, you must complete the server-side setup described in usage notes available at **http://www.netobjects.com/support**.

Note: You cannot view your Message Board in Preview because the Message Board uses CGI.

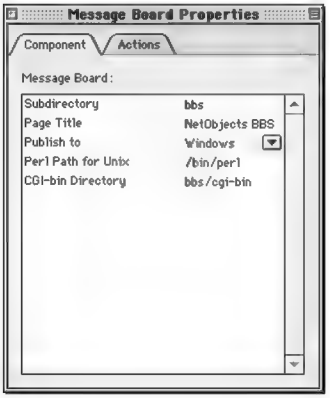
Some components, such as the Message Board and Form Handler, generate files when they are used by site visitors, for example, files of form data or message board messages. When you publish your site, NetObjects Fusion attempts to set up the proper file and directory permissions using the CHMOD command. Some servers do not allow this permission change. The Message Board will not work if it cannot write to certain files and directories. This situation is more common with Unix servers. You can contact your Internet service provider to find out if CHMOD is implemented on the server.

Message Board tool

To add a Message Board and set its properties:

1. In Page view, select the Message Board tool from the Component flyout on the Tool palette.
2. Draw a box on the page to indicate where you want to place the Message Board.

   The Message Board button appears on the page, and the Message Board Properties palette appears.



3. To rename the directory where the Message Board files are stored, click next to Subdirectory, type the new name in the Message Board field, and press Return.

   The default is bbs. NetObjects Fusion creates this directory in your site's base directory, which is the directory where you want to publish the site on the server.
4. To specify the title that appears in the title bar of the Message Board window, click next to Page Title, type the title, and press Return.

   The Page Title cannot include single or double quotes.
5. To select the operating system platform on which the Web server is running, choose the platform from the Publish to pop-up menu.

   This option determines whether the Perl5 CGI script or NT CGI binaries are uploaded to the server.

Note: If you are publishing your site to a Macintosh Web server, Message Board Macintosh CGI requires a Webstar 2.0 Web server, running on a PowerPC computer with Mac Perl5 installed.

6. If you are publishing to a Unix server, Perl5 must be installed on the server. Click next to Perl Path for Unix, type the path name to the Perl 5 interpreter, and press Return.

   The path name is relative to the base publishing directory. You can obtain the path name from your Internet service provider. Or, if you want to get the Perl5 path yourself, you can type **which perl** or **which perl5** at the Unix command-line prompt.

7. To specify the CGI-bin directory where the BBS CGIs are to reside, click next to CGI-bin Directory, type the path name for the directory, and press Return.

   You can obtain the path from your Internet service provider.

You can add an action to an object using the Actions tab. For more information about adding actions, see Chapter 21, "Building Dynamic Pages."

Adding Pictures That Roll Over

You can use the Picture Rollover component to create JavaScript rollovers for any image on your site. Because this component uses JavaScript, the colors of your images are not compromised in any image.

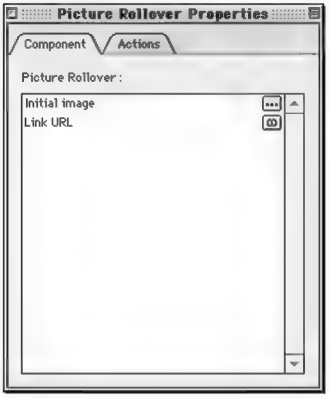
To view a picture rollover, site visitors must use Netscape Navigator 3.x or 4.x or Internet Explorer 3.x or 4.x. You can also create rollovers for any image by using NetObjects Fusion actions; however, this only works in Netscape Navigator 4.x or Internet Explorer 4.x.

To add pictures that roll over:

Picture Rollover tool

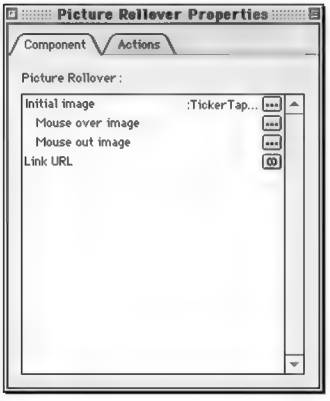
1. In Page view, select the Picture Rollover tool from the Component flyout on the Tool palette.
2. Draw a box on the page where you want to locate the pictures.

   A picture placeholder appears on your page, and the Picture Rollover Properties palette appears.



3. To specify the first image to display, click the Select icon (...) next to Initial image, select the image from the File Open dialog box, and click Open.

   The Picture Rollover Properties dialog box changes and displays two new rows—Mouse over image and Mouse out image.



4. To specify the image to display when the mouse pointer moves over the image, click the Select icon (...) in the Mouse over image row, select the image from the File Open dialog box, and click Open.
5. To specify which image to display when the site visitor moves the mouse pointer off the picture, click the Select icon (...) in the Mouse out image row, select the image from the File Open dialog box, and click Open.
6. To link the image to a specific URL, click the Select icon (...) in the Link URL row.

   The Link dialog box appears. Because the entire image is treated as one object, you can link it to another page, file, smart link, or external link, such as another site. For information about adding links, see "Working with Links" on page 14-2.
7. Create the link for the image and click Link.

   The details of the link appear in the right column of the button row.

Adding Time Based Pictures

You can use the Time Based Picture component to display different pictures at the same location on your page at different times. You select the image to display and specify the hour at which to display it. The browser automatically displays the picture at the specified time. The picture remains on the page until it is time for the next picture to be displayed.

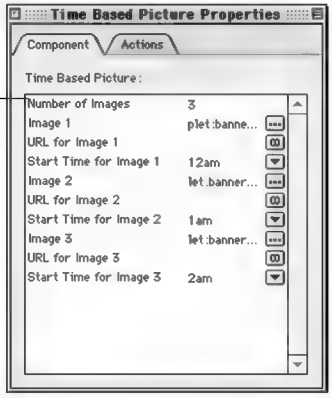
NetObjects Fusion supports the most popular graphics formats used on the Web, including **.gif** and **.jpeg**. For information about these formats, see "Adding Pictures" on page 10-3.

To add time based pictures and set the properties:

Time Based Picture tool

1. In Page view, select the Time Based Picture tool from the Component flyout on the Tool palette.
2. Draw a box on the page where you want to locate the picture.

   A picture placeholder appears on your page, and the Time Based Picture Properties palette appears.



The number of images is 3 by default.

3. Click next to Number of Images, specify the number of images you want to rotate, and press Return.

   You can use up to 24 images. NetObjects Fusions adds an Image, Start Time for Image, and URL for Image row for each image.

4. To select an image, click the Select icon (...) in the Image row, select the image from the File Open dialog box, and click Open.

   When you add images, make sure that all of the images are the same size. For information about adding an image to your site, see "Adding Pictures" on page 10-3.

5. Click the Link icon in the URL for Image row, then select the type of link.

   For information about creating links, see "Working with Links" on page 14-2.

6. Specify the link information and click Link.

7. Choose a starting time from the Start Time for Image pop-up menu.

   The start time determines when the image is displayed on your site. You can select one-hour increments from 12 a.m. to 12 p.m. The image is displayed until the next image's starting time.

8. Repeat steps 4 through 7 for each image you add.

Loading Pictures onto Your Site

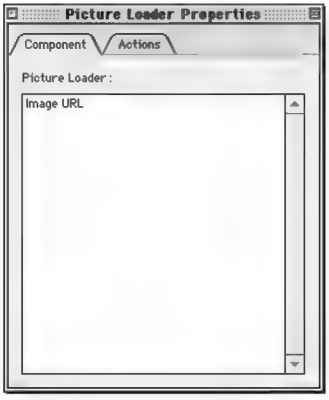
Use the NetObjects Picture Loader Component to load an image from a server other than your own. You can use this to place advertising banners if the banners are located on a server other than your Web server.

To load a picture from an external source:

Picture Loader tool

1. In Page view, select the Picture Loader tool from the Component flyout on the Tool palette.
2. Draw a box on the page to indicate where you want the picture located.

   A picture placeholder appears on your page, and the Picture Loader Properties palette appears.



3. Click next to Image URL, type the URL where the picture is located on the server, and press Return.

   Type the complete URL. For example: **http://www.netobjects.com/announcements/assets/images/homepagemainart.gif.**

Adding Rotating Pictures

You can use the NetObjects Fusion Rotating Picture component to display different pictures in succession in the same place on the page. For example, you could rotate among several images that advertise new products or current sale items.

To add a rotating picture, you specify the image to display and the number of seconds to pause before displaying the next picture in the sequence. You can also assign a link to each picture.

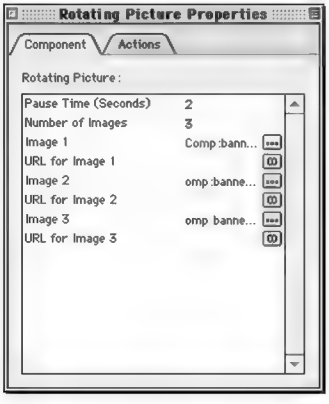
NetObjects Fusion supports the most popular graphics formats used on the Web, including **.gif** and **.jpeg**. For more information about these formats, see "Choosing an Image Format" on page 10-2. Note that if you want to use animated **.gif** files, you can create an animated **.gif** file outside NetObjects Fusion in several popular image-editing applications. After creating the animated **.gif** file, use the Picture tool to place the file.

To add a series of pictures and set their properties:

Rotating Picture tool

1. In Page view, select the Rotating Picture tool from the Component flyout on the Tool palette.
2. Draw a box on the page to indicate where you want to place the picture.

   A rotating picture placeholder appears on the page, and the Rotating Picture Properties palette appears.



3. To set the number of seconds each picture is displayed before moving to the next one, click next to Pause Time (Seconds), specify the number of seconds, and press Return.
4. To set how many different images to display in the rotating picture, click next to Number of Images, specify the number of images, and press Return.

You can display up to 50 images for your rotating pictures. An Image row and URL for Image row for each image you specified appears.

5. Click the Select icon (...) in the Image row, select an image file from the File Open dialog box, and click Open.

   For information about placing images, see "Adding Pictures" on page 10-3.

6. To create a link for this image, click the Link icon in the image's URL for Image row, then select the type of link. For information about creating links, see "Working with Links" on page 14-2.

7. Specify the appropriate information for the link and click Link.

8. Repeat steps 5 through 7 for each image.

You can add an action to an object using the Actions tab. For more information about adding actions, see Chapter 21, "Building Dynamic Pages."

Adding Other NetObjects Fusion Components

NetObjects Fusion components extend a site's functionality. Many third-party developers create components that make external database connectivity, electronic commerce, and other features possible.

Because the number of NetObjects Fusion components is constantly growing, the NetObjects Web site at **http://www.netobjects.com** is a valuable resource for learning:

- When new components become available
- The many ways to enhance your site with NetObjects Fusion components
- How to develop your own NetObjects Fusion components using the CDK.

You can add a component to your site by:

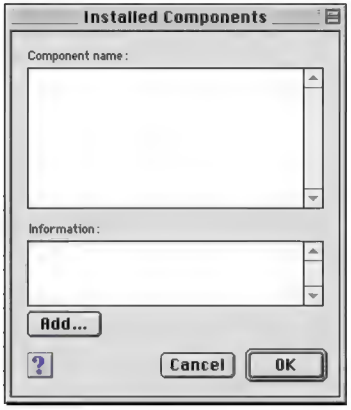
- Dragging the component file (**.nfx** extension) and any associated files and folders into the Components folder in the NetObjects Fusion folder.
- Using the NetObjects Fusion Components tool on the Tool palette.

To add a new or third-party NetObjects Fusion component:

NetObjects Fusion Components tool

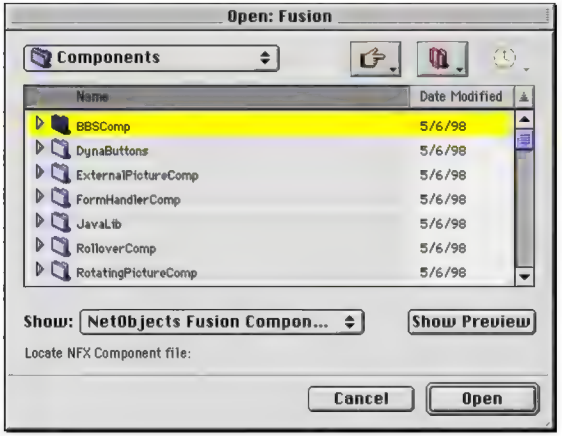
1. In Page view, select the NetObjects Fusion Components tool on the Tool palette.
2. Draw a box on the page where you want to place the component.

   The Installed Components dialog box appears and displays a list of installed NetObjects Fusion Components if any are found.



3. Click Add.

   The File Open dialog box appears.



4. Select the component to add and click Open.

Components have the extension **.nfx** or **.class**. You cannot add components that come with NetObjects Fusion, such as DynaButtons or the Message Board. Any other components appear in the list in the Installed Components dialog box.

5. To add the component to your page, select the component in the Installed Components dialog box and click OK.

   The new component appears on your page, and the component's properties palette appears.

6. Specify the properties for the component.

   Because each component has different properties, check the information included with the component for help.

Referencing and Editing External HTML

In addition to content you create and maintain in Page view, your site might also include pages that require special, hand-coded HTML. Instead of importing and converting this HTML, you can reference HTML files externally and place them anywhere in your site. NetObjects Fusion doesn't parse the HTML when it publishes your site, ensuring that your HTML is kept pure.

You can edit referenced files externally using any HTML editor, such as BBEdit. Plus, you can manage external assets in Assets view, and apply a consistent look to the published pages by assigning a MasterBorder.

This chapter describes how to work with external HTML by:

- **Referencing HTML from Site view**
- **Referencing HTML from Page view**
- **Referencing HTML as an object**
- **Managing referenced assets**
- **Publishing native HTML**
- **Previewing and publishing unmanaged assets**
- **Editing referenced HTML**

Note: You can reference files located on a hard disk, CD-ROM, or LAN, but not from a remote Web server. Also, <A HREF> links in the original HTML files should point to other HTML files and anchors within those files, using relative rather than absolute path names. See "Managing Referenced Assets" on page 19-10 for information.

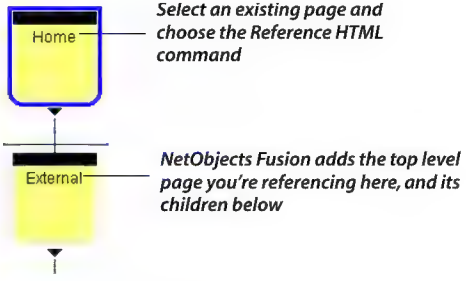
Referencing HTML from Site View

You can reference an entire site or section of a site from Site view. For example, you might reference an existing site you want to manage with NetObjects Fusion now and import later. Or, reference files you prefer to maintain in their native code.

Note: For links to work between the HTML files you reference, use relative path names in the original <A HREF> tags, keep all HTML files in the same directory, and publish files using the same directory structure as the original site. See "Managing Referenced Assets" on page 19-10 for information.

When you reference HTML from Site view, NetObjects Fusion publishes the <HEAD> content from the original files, along with <HEAD> content it generates.

1. In Site view, select the page to be the parent of the pages you reference.
2. From the File menu, choose Reference HTML.


Home
External
Select an existing page and choose the Reference HTML command
NetObjects Fusion adds the top level page you're referencing here, and its children below

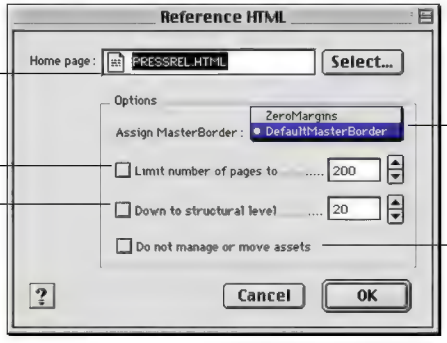
   The Reference HTML dialog box appears.

3. Click Select.

   The File Open dialog box appears.

4. Select the top-level HTML file you want to reference, and click Open to return to the Reference HTML dialog box.

5. Choose which files to reference, and assign a MasterBorder.



NetObjects Fusion references this file

You can limit how many files to reference...

... or how deep into your external site to reference

Display referenced HTML on pages with your site's MasterBorder, or choose ZeroMargins to publish external content with its original look

If you check here, NetObjects Fusion doesn't edit path names in the published HTML, but you have to manage images and other assets yourself

- **Assign MasterBorder.** Choose a MasterBorder from this pop-up menu. Each HTML file you reference occupies the Layout area of a page, while the MasterBorder gives pages the consistent look of your site. To display external content with its original look, choose ZeroMargins.

Note: If any external HTML you're referencing contains frames, you must choose the ZeroMargins MasterBorder.

- **Limit number of pages to.** You can select this option to enter a number of files to reference. NetObjects Fusion begins with the Home page you select and stops referencing when it reaches the end of the site or the number of pages entered here.

- **Down to structural level.** Select this option to enter how many levels of your site structure to reference. NetObjects Fusion references as many pages as possible at a higher level before going to a lower level.

- **Do not manage or move assets**. If you select this option, NetObjects Fusion doesn't copy external assets into Assets view. Do this if you prefer that path names in the published HTML not be edited from your native code. However, you then have to manage images and other assets yourself. See "Publishing Unmanaged Assets" on page 19-13.

6. Click OK.

Preview your site to see the referenced pages.

You can rename referenced pages in Site view, just like you do other pages. To keep track of what part of your site is externally referenced, you might want to use the View tab on the Properties palette to assign a different color background to the icons of referenced pages.

Referencing HTML from Page View

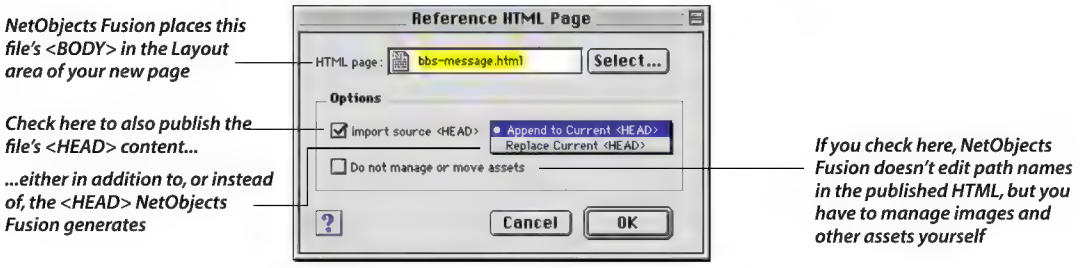
You can reference an external HTML file as the Layout area of a page from Page view, and incorporate the file's <HEAD> content—for example, to include existing META tag keywords or JavaScript definitions.

1. Create a page in Site view.
2. In Page view, from the File menu, choose Reference HTML.

   The Reference HTML dialog box appears.
3. Click Select.

   The File Open dialog box appears.
4. Select the external file you want to reference, and click Open to return to the Reference HTML dialog box.

5. Choose whether to import the referenced file's <HEAD> content and manage external assets.


NetObjects Fusion places this file's <BODY> in the Layout area of your new page
Check here to also publish the file's <HEAD> content...
...either in addition to, or instead of, the <HEAD> NetObjects Fusion generates
Reference HTML Page
HTML page:
bbs-message.html
Select...
Options
Import source <HEAD>
Append to Current <HEAD>
Replace Current <HEAD>
Do not manage or move assets
Cancel
OK
If you check here, NetObjects Fusion doesn't edit path names in the published HTML, but you have to manage images and other assets yourself

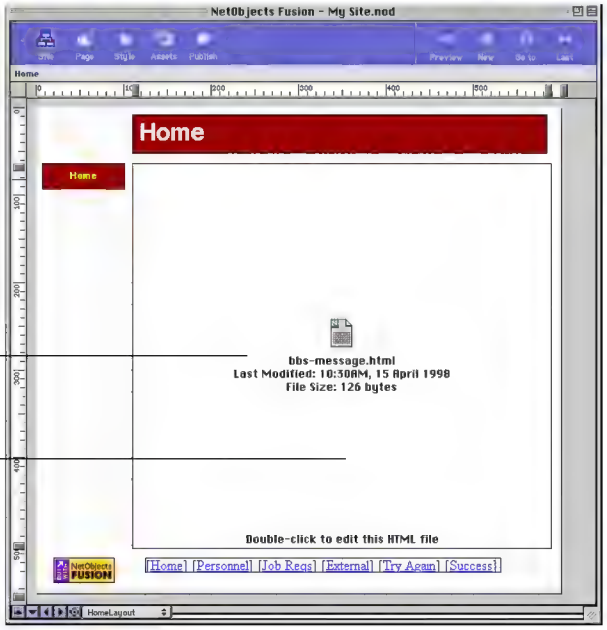
- **Import source <HEAD>.** Select this option to publish the external HTML file's <HEAD> content. Choose Append to Current <HEAD> to add external <HEAD> content to what NetObjects Fusion generates, or choose Replace Current <HEAD> to publish only the external file's <HEAD> content.

Caution: Don't select Replace Current <HEAD> if the page contains actions or is being published using the CSS and Layers HTML output option. NetObjects Fusion generates <HEAD> content these options require.

- **Do not manage or move assets.** If you select this option, NetObjects Fusion doesn't copy any external assets into Assets view. Do this if you prefer that path names in the published HTML not be edited from your native code. However, you then have to manage images and other assets yourself. See "Publishing Unmanaged Assets" on page 19-13.

6. Click OK.

In Page view, the referenced HTML fills the Layout area:



Information about the referenced file

You can double-click the Layout area to open the file and edit its HTML. See "Editing Referenced HTML" on page 19-13.

Referencing HTML as an Object

You can reference an external file as an individual object on a page. Reference an ad banner, for example, an applet created by a Java generator such as Symantec Cafe, or any other object requiring special code.

You can even put several external files on a page. For example, you might construct a front page for a company newsletter that includes a slot for each of several externally maintained story leads; and add pictures, actions, or media created with NetObjects Fusion.

As when you reference HTML as a Layout area, you can incorporate each file's <HEAD> tags and script definitions to include existing Meta tag and script definitions.

To reference HTML as an object:

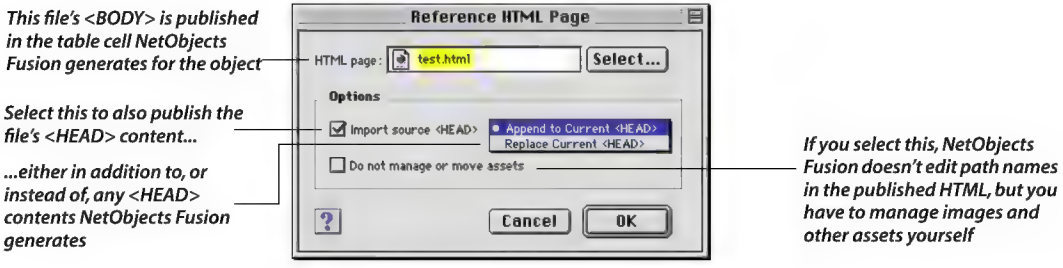
External HTML tool

1. In Page view, select the External HTML tool from the Tool palette.
2. Draw a box where you want the referenced content to appear.

   Put the box in the Layout area to publish the content on one page, or in the MasterBorder to publish it in the border of several pages.

   The Reference HTML Page dialog box appears.
3. Click Select.

   The File Open dialog box appears.
4. Select the external file you want to reference, and click Open to return to the Reference HTML Page dialog box.
5. Choose whether to import the referenced file's <HEAD> content and manage external assets.

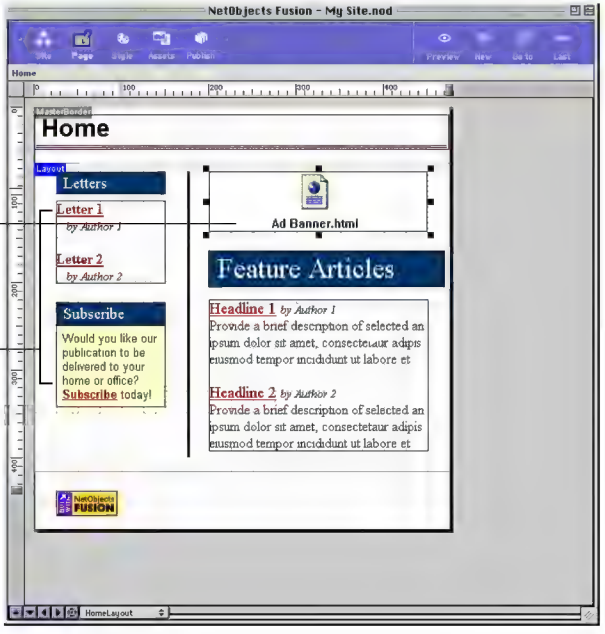

This file's <BODY> is published in the table cell NetObjects Fusion generates for the object
Select this to also publish the file's <HEAD> content...
...either in addition to, or instead of, any <HEAD> contents NetObjects Fusion generates
Reference HTML Page
HTML page:
test.html
Select...
Options
Import source <HEAD>
Append to Current <HEAD>
Replace Current <HEAD>
Do not manage or move assets
Cancel
OK
If you select this, NetObjects Fusion doesn't edit path names in the published HTML, but you have to manage images and other assets yourself

- **Import source<HEAD>.** Select this to publish the external HTML file's <HEAD> content. Choose Append to Current <HEAD> to add external <HEAD> content to what NetObjects Fusion generates and what you import from other external objects on the page. Or choose Replace Current <HEAD> to publish only this external file's <HEAD> content.

Caution: Don't select Replace Current <HEAD> if the page contains actions or is being published using the CSS and Layers HTML output option. NetObjects Fusion generates <HEAD> content these options require.

- **Do not manage or move assets.** If you select this, NetObjects Fusion doesn't copy any external assets into Assets view. Do this if you prefer that path names in the published HTML not be edited from your native code. However, you then have to manage images and other assets yourself. See "Publishing Unmanaged Assets" on page 19-13.

Preview the page to see the object. If necessary, go back and adjust the box's position in Page view to get the actual spacing you want. As with other objects, you can drag a referenced object around the page, drag it inside other objects, or even layer it.

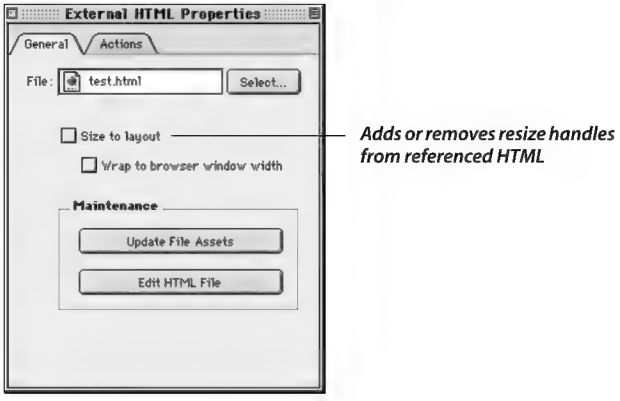

NetObjects Fusion - My Site.nod
Home
Letters
Letter 1
by Author 1
Letter 2
by Author 2
Ad Banner.html
Feature Articles
Subscribe
Would you like our publication to be delivered to your home or office?
Subscribe today!
Headline 1 by Author 1
Provide a brief description of selected an ipsum dolor sit amet, consectetaur adipis eiusmod tempor incididunt ut labore et
Headline 2 by Author 2
Provide a brief description of selected an ipsum dolor sit amet, consectetaur adipis eiusmod tempor incididunt ut labore et
HomeLayout

Double-click an external object to edit the HTML. See "Editing Referenced HTML" on page 19-13

Add other referenced objects as well as pictures, media, and objects created in NetObjects Fusion

Toggling Referenced Layouts and Objects

You can convert a referenced layout into an object, for example, to add other objects to the Layout area. Or conversely, size a referenced object to fill the Layout area. Use the Size to layout option on the External HTML Properties palette.



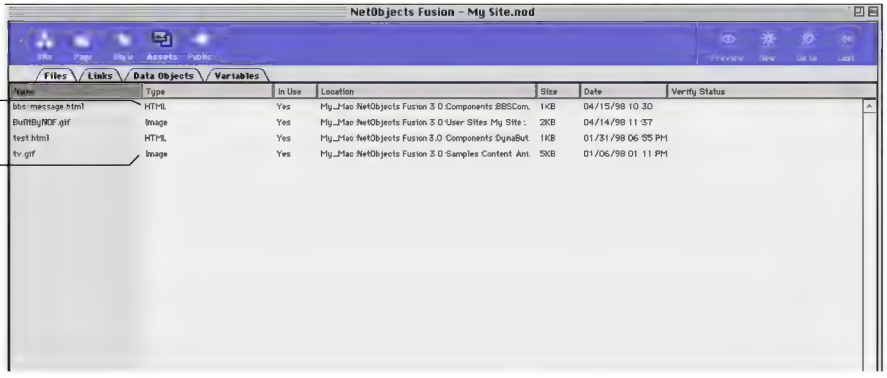
1. In Page view, click in the referenced Layout area or object you want to resize.
2. Click the General tab on the External HTML Properties palette.
3. Select or clear Size to layout.

   Clearing this option adds resize handles to a referenced Layout area, so you can resize it, move it, and add other objects to the Layout area. Selecting the option removes resize handles from an object, which snaps to fill the Layout.

Note: Avoid sizing a referenced object to a Layout if there are other objects in the Layout area. You might get unexpected results in some browsers.

Managing Referenced Assets

When you reference an external HTML file, NetObjects Fusion lists the HTML file in Assets view. Unless you choose otherwise, it imports into Assets view pictures, applets, media, and most other external assets the file references.



Referenced HTML files are listed in Assets view.

Unless you choose otherwise, pictures and other assets are listed, too. Rename them, double-click them to see them in Page view, and so on.

You can move external assets around in your directory structure in Publish view while maintaining paths. When you publish, NetObjects Fusion edits paths to the assets so they can be found. For example, depending on your original and published directory structures, NetObjects Fusion might change the original HTML's **<IMG SRC="Images/Logo.gif">** to **<IMG SRC="../Index/Logo.gif">** in the published HTML.

However, NetObjects Fusion doesn't edit paths to other HTML files, or to <TARGET=> anchors within a file. For these links to be maintained, the path names in the original files must work as-is when you publish. The original <A HREF> tags must use relative rather than absolute path names; that is, use **<A HREF=".Index.html">** rather than **<A HREF="HTTP://www.your_original_domain.com/Index.html">**. And you must position external HTML files in your NetObjects Fusion directory structure so these original paths work. See "Customizing Your Directory Structure" on page 26-21.

In particular, NetObjects Fusion manages external assets referenced by these tags:

- <IMG SRC=>
- <A HREF=> to non-HTML assets, such as sound files

- <BODY BACKGROUND=>
- <EMBED SRC=>
- <BGSOUND SRC=>
- <SCRIPT SRC=>
- <INPUT SRC=>
- <APPLET CODE=>

Although NetObjects Fusion manages external applets that are assets of referenced HTML, it doesn't manage classes referenced by the applets. See "Publishing Unmanaged Assets" on page 19-13 for information on getting these classes and other unmanaged assets to the **Preview** folder or Web server.

Note: Once an external asset is imported into Assets view, you can use it anywhere throughout your site. Deleting referenced HTML from your site removes its assets from Assets view unless they're in use elsewhere.

Publishing Native HTML

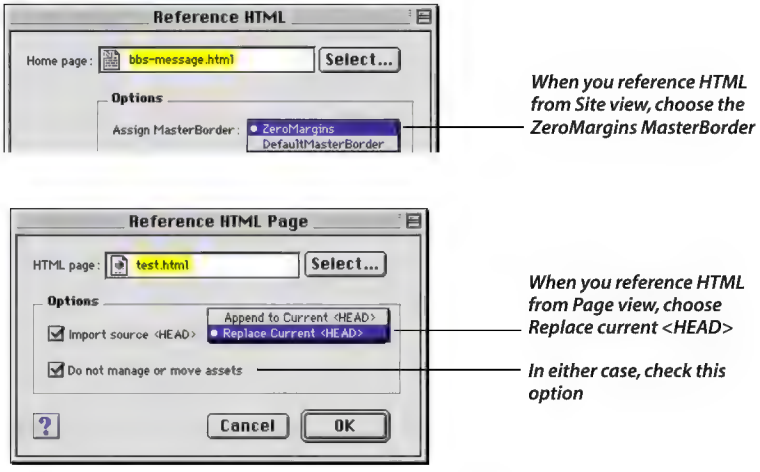
When you preview or publish referenced HTML, NetObjects Fusion copies the HTML from the original files to **.html** files it creates in the **Preview** or publish folder. It does not upload the original file to the server.

NetObjects Fusion creates an exact copy of the file in the final directory. If the HTML file was referenced through Site view, NetObjects Fusion uses the file name. If the HTML file was referenced through Page view, it uses the page name.

If you start from Page view you will be referencing external HTML from a page that already exists. You cannot have any elements in the Layout of this page when you reference the HTML file.

If NetObjects Fusion is managing external assets or including MasterBorders, it also adds its own code to the published HTML. Of course it never modifies your original files.

If you don't want NetObjects Fusion to add HTML to the original code when it publishes, you can choose these options in the Reference HTML dialog box.



- When you reference from Site view, choose the ZeroMargins MasterBorder. NetObjects Fusion doesn't add MasterBorder information to the published HTML or impose a table structure.
- When you reference from Page view, you can choose Replace Current <HEAD> from the Import <HEAD> pop-up menu. NetObjects Fusion publishes the original <HEAD> as-is, without adding HTML of its own.

  Don't do this if you're using actions on the page or publishing using the CSS and Layers HTML output option.
- In either case, check Do not manage or move assets. NetObjects Fusion doesn't copy external assets into Assets view, so it doesn't edit path names in the published HTML. However, you have to publish images and other assets yourself. See "Publishing Unmanaged Assets" for information.
- Be sure Size to layout is selected on the External HTML Properties palette.

Publishing Unmanaged Assets

If you choose not to manage assets when you reference external HTML files, you have to get external pictures, media files, applets, and other assets to the Web server yourself.

You can upload the files to the server with an FTP utility. Or, copy assets manually into Assets view, and they are published when you publish the rest of the site.

1. In Assets view, from the Assets menu, choose New File Asset.

   The File dialog box appears.

2. Click Select in the dialog box to open an external asset you want to publish, and type a name for the asset.

   For more information on this dialog box, see "Adding File Assets" on page 25-5.

3. Select Always publish file in the dialog box.

   This causes NetObjects Fusion to publish the file, even though it's not listed as being in use.

4. In Publish view, position the asset in your directory structure so when it's published, it can be found by any HTML referencing it.

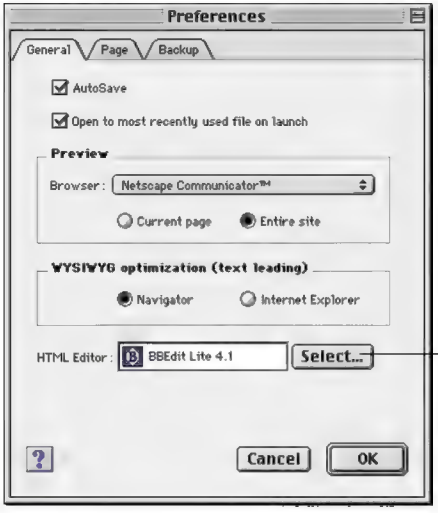
   Because NetObjects Fusion doesn't edit paths to unmanaged assets in the published HTML, you must position assets so the original paths will work. See "Customizing Your Directory Structure" on page 26-21.

Editing Referenced HTML

To update referenced HTML, edit the original files using any HTML editor, such as BBEdit Lite, which is included with NetObjects Fusion. To add or modify assets, do so in the original site folder, as well. When you preview or publish the site, NetObjects Fusion copies the original HTML to your site's **Preview** folder or Web server. If it's managing assets, it copies asset files you add or modify, too.

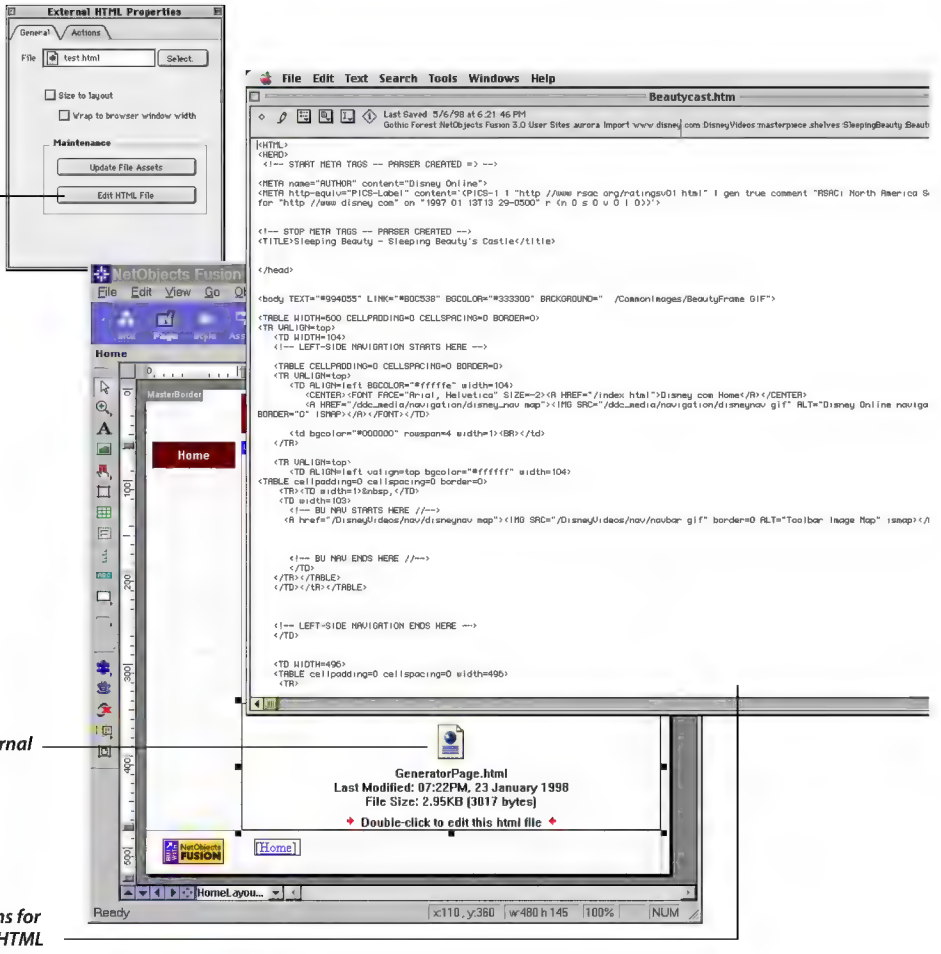
1. In Page view, select the referenced Layout area or object, and click the Edit HTML File button on the External HTML Properties palette. Or, just double-click the referenced page or object.

   Your default HTML editor opens. You choose this editor using the Preferences command on the Edit menu.



Click here in the Preferences dialog box to select your default HTML editor, such as BBEdit Lite

2. Edit the HTML.
3. Save your changes and close the file.


External HTML Properties
General
Actions
File
test.html
Select...
Size to layout
Wrap to browser window width
Maintenance
Update File Assets
Edit HTML File
Click Edit HTML file on the Properties palette.
File Edit Text Search Tools Windows Help
Beautycast.htm
NetObjects Fusion
File Edit View Go
Home
MasterBorder
Home
Or double-click the external HTML
GeneratorPage.html
Last Modified: 07:22PM, 23 January 1998
File Size: 2.95KB (3017 bytes)
Double-click to edit this html file
Home
Your default editor opens for you to edit the original HTML
Ready
x:110, y:360
w:480 h:145
100%
NUM

Data Publishing

NetObjects Fusion makes it easy to publish information such as employee directories, product and service catalogs, and event schedules. You can enter, manage, and store this information as records either in your NetObjects Fusion site or by using records from an external FileMaker® Pro database.

To publish the data, you specify its source, either internal or external, and create a layout for the pages that will display it. NetObjects Fusion uses your layout to create a separate page for each record, and can automatically provide your site visitor with buttons to navigate between them.

This chapter describes how to publish data using NetObjects Fusion, including:

- **Creating a data object**
- **Storing data internally**
- **Using data stored in a FileMaker Pro database**
- **Creating a data list**
- **Creating stacked pages**

Storing Data with NetObjects Fusion

NetObjects Fusion can take any kind of data—text, pictures, and so on—from a database. NetObjects Fusion publishes the data on your site, where it remains unchanged—static—until the source data changes, and you re-publish the site. Static data publishing, which is the focus of this chapter, uses data objects that derive their data from an internal source or an external FileMaker Pro database.

Using the data publishing capabilities of NetObjects Fusion, you can store text and pictures in a database internal to your site, or import data from a FileMaker Pro database. In both cases, NetObjects Fusion publishes your data in standard HTML pages.

Data publishing in NetObjects Fusion uses the following objects:

- Data objects

  A *data object* is a collection of data fields, the definition of what data will be published. Creating a data object is the essential first step in adding internal or external data to your site. The data object becomes an asset of your site. When you store records internally, you must specify the data fields you want to store. When you store records from external data, NetObjects Fusion includes all fields available in the source.

- Data fields

  Defined in the data object, *data fields* appear in the stacked pages and are the containers for the data in your site. You can arrange and label the data fields, and this arrangement appears in all stacked pages.

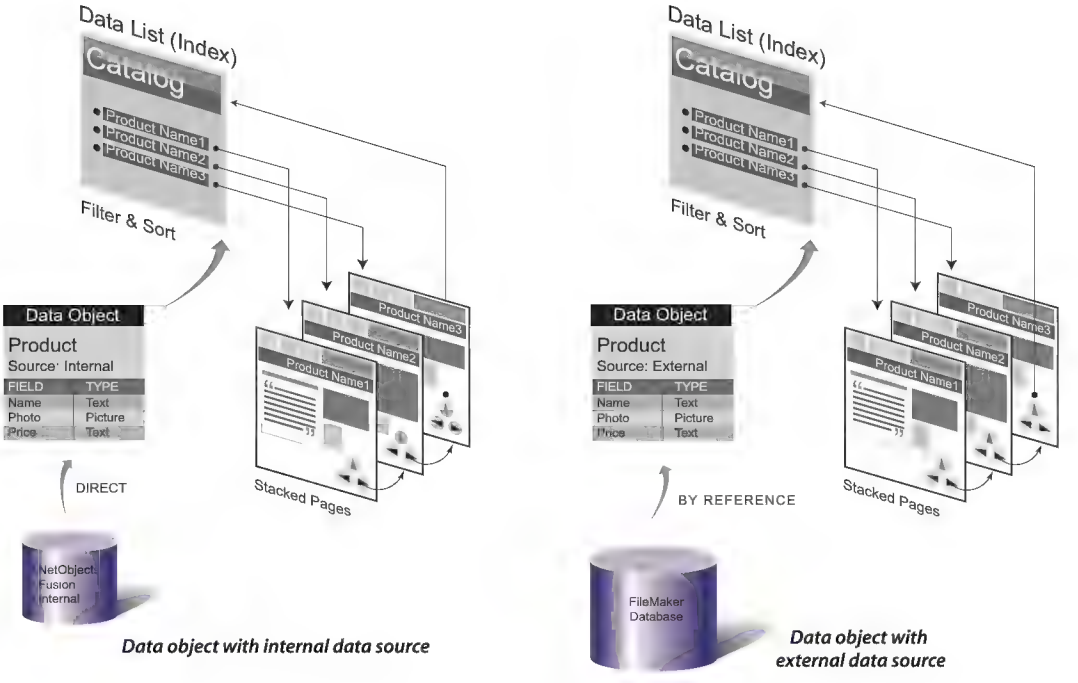
- Data lists

  The *data list* appears on the parent page of the stacked pages that contain the actual data. The data list functions as a table of contents for the internal or external data in your site. You select the fields you want to display as column headers in the list. The field data from either the internal or external source populates the data list when you publish.

- Stacked pages

  A stacked page is a single page whose layout gets filled in with the data by site users or from the external FileMaker Pro database. Each record in your database appears on a separate *stacked page* below the page containing the data list. Stacked pages are not siblings of each other, but instead are iterations of the same page, containing the fields defined in your data object.

The following illustration shows the relationship of these objects for internal and external databases.

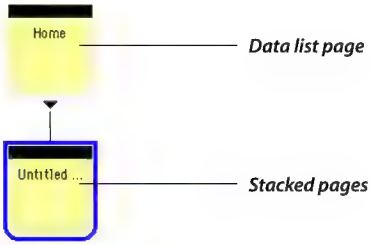


For example, you could publish a backpack catalog on your site, with a record for each backpack. Each row in the data list lets the site visitor navigate to the stacked page that describes the corresponding backpack with a description, photo, and price.

To create your backpack catalog, your first step is to create a backpack data object. You can define a data object once and use it in different filtered data lists. For example, you can create one data list of all the backpacks in your database. With the same data object, you can create additional data lists of internal frame backpacks, external frame backpacks, frameless backpacks, and so on.

If you create a data object from a FileMaker Pro database, and then update or change data in that database and want site visitors to see the new records, you must re-publish your site. For example, suppose your backpack data object references 50 records. When you add 25 new records to the FileMaker Pro database, the source database increases by 25 new records. After you re-publish your site, the data object references 75 records, the backpack data list contains 75 rows, and there are 75 stacked pages.

After you create a data list on a page, NetObjects Fusion automatically creates a stacked page as its child. When you create the layout of the first stacked page, all the pages in the stack inherit the same layout. The following illustration shows how the data list page and its child stacked pages appear in Site view.



Publishing Data

In general, when you work with data publishing, you follow this three-step process:

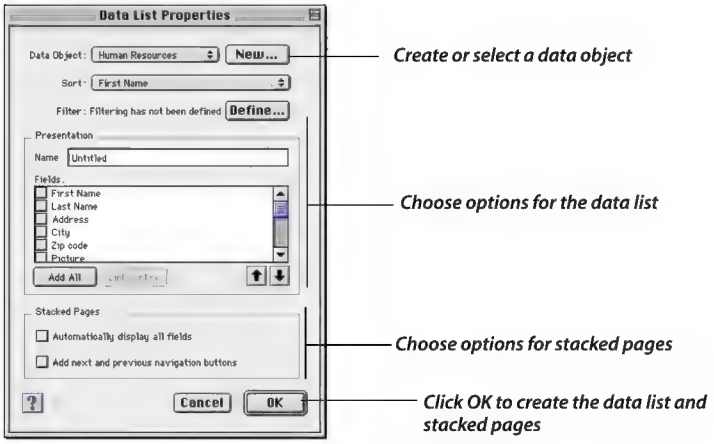
1. Create a data object.
2. Create a data list.
3. Lay out the stacked pages.

When you create a data list, NetObjects Fusion automatically creates the first stacked page. On this page, you create the layout for all the pages in the stack.

When you design a stacked page, you create or identify the field data you want to display on the page.

- If you are storing data internally, you enter the field data on the stacked page itself.
- If you are using an external database, the field data is drawn from the external database.

When you use the Data List tool in Page view, you can perform all three tasks within the Data List Properties dialog box.

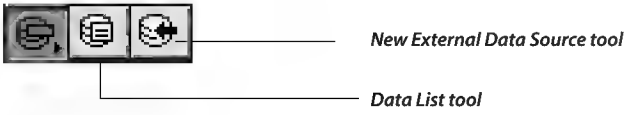


Creating a Data Object

You can create two types of data objects:

- **Internal data objects**: These objects reference simple text, formatted text, and image data fields stored within your site.
- **External data objects**: If you have large quantities of data or data is frequently updated, you can use a FileMaker Pro database as the source database for an external data object.

You can create an internal or external data object using the data tools that appear on the Data Publishing flyout on the Tool palette.



Use the New External Data Source tool to create a data object for external data; use the Data List tool to create a data object for internal data.

Creating an Internal Data Object

Internal data is records and fields stored within your site. You enter internal data directly into a stacked page by typing text or numbers and by placing images.

You can create a data object in Page view or in Assets view. If you create a data object in Page view, you can immediately create stacked pages to contain the data. If you create a data object in Assets view, you must return to Page view to create a data list and the stacked pages.

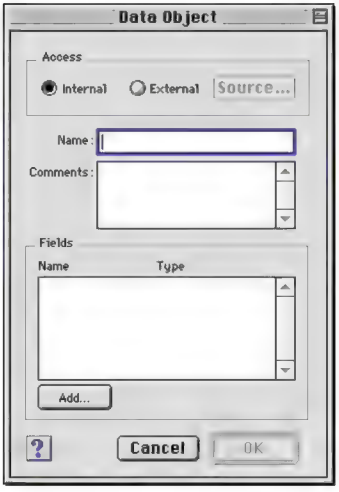
To create a new internal data object:

1. Do either of the following:

Data List tool

- In Page view, select the Data List tool from the Data Publishing flyout on the Tool palette and draw a rectangle on the page. The Data List Properties dialog box shown on page 20-6 appears. Click the New button to display the Data Object dialog box.

- In Assets view, click the Data Objects tab, and then click the New button on the control bar. The Data Object dialog box appears.

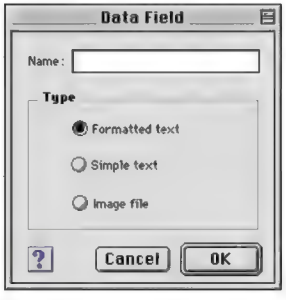


2. Select Internal and enter a name for the data object and comments about it.

   NetObjects Fusion uses the data object name to identify your data object when it lists all data objects in the Data List Properties dialog box and in Assets view.

3. Click the Add button to add a field. Fields define the kind of data you can enter.

   The Data Field dialog box appears.



4. Type the field name, select the data type for the field, and click OK.

Internal data fields can store formatted text, simple text, and image files:

- **Formatted text fields:** Characters in these fields can be formatted individually on each page in the stack. Formatted text fields can contain paragraph breaks and line breaks and can exceed 255 characters. You cannot sort on formatted text fields.
- **Simple text fields:** All characters in these fields share the same formatting characteristics across all the records. Simple text fields cannot contain paragraph breaks or line breaks and cannot exceed 255 characters. You can sort on simple text fields.
- **Image file fields:** These fields can contain an image in one of these formats: **.gif** (animated, embedded, interlaced), **.jpg**, or **.jpeg**. If you select a file saved in another format, such as **.pct,** a message tells you that this format is not supported by most Web browsers. Select the option to convert the image to either **.gif** or **.jpeg** and click OK.

Note: Take special care as you define fields. Once you click OK in the Data Field dialog box, you cannot delete the field from the data object. If you make a mistake, add a new field and don't use the one you want to delete.

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5. Repeat steps 3 and 4 to add fields.
6. When you are done, click OK in the Data Object dialog box.

The data object is now an asset of your site, and you can continue as follows:

- If you're working in Page view, the Data List Properties dialog box is still open. You can select fields and format the data list as described in "Creating a Data List for an Internal Data Object" on page 20-13, and lay out your stacked pages as described in "Creating Stacked Pages" on page 20-22.
- If you're in Assets view, take these additional steps:
    a. Switch to Page view.

Data List tool

b. Select the Data List tool from the Data Publishing flyout, and draw a rectangle on the page. The Data List Properties dialog box appears.

c. Select the newly created data object from the drop-down list.

You can now select fields and format the data list as described in "Creating a Data List for an Internal Data Object" on page 20-13, and lay out your stacked pages as described in "Creating Stacked Pages" on page 20-22.

Changing an Internal Data Field Name

1. Switch to Assets view.
2. Click the Data Objects tab.
3. Double-click the data object name.

   The Data Object dialog box appears.
4. Double-click the name of the field you want to rename.

   The Data Field dialog box appears.
5. Type a new name in the Name field and click OK.

You can also change a Simple text field to an Image field and vice versa, but you cannot change the type of a Formatted text field.

Creating an External Data Object from a FileMaker Pro Database

This section describes how you extract data from a FileMaker Pro database. To create an external data object, you must use a FileMaker Pro 3.0 version 4 or later database as the source database. You can use a FileMaker Pro database stored on:

- Your local computer. If the database is stored locally, you must have FileMaker Pro installed because NetObjects Fusion launches FileMaker Pro when you select the database.

- A remote server. If you are using a database on a remote server, you don't need to know the location of the database file. When you choose the remote server option, NetObjects Fusion displays a dialog box with a list of computers you can access. When you select a computer, FileMaker Pro will appear on the right if it is running on that computer. Select the FileMaker Pro database you want and click OK.

> **Note:** Both the remote server and the machine running NetObjects Fusion must have File Sharing and Program Linking turned on in the File Sharing Control Panel.

NetObjects Fusion can import all types of FileMaker Pro fields, including Text, Date, Time, and Container fields, into your site. Although the fields appear as simple text fields, NetObjects Fusion retains the field type when you define sorts or queries for the database. To import images from a FileMaker database, store the images in a Container field. NetObjects Fusion converts all images in Container fields to **.jpg** or **.jpeg** files before importing the fields.

Note: FileMaker Pro can store QuickTime movies, PICT files, sound resources, and other image file types in a Container field. NetObjects Fusion cannot convert sound resources to use in an external data object. If the FileMaker Pro database contains a QuickTime movie, NetObjects Fusion converts the first frame of that movie into a **.jpeg** file and displays that.

To create an external data object from a FileMaker Pro database:

1. Do any of the following:

New External Data Source tool

   - In Page view, select the New External Data Source tool from the Data Publishing flyout on the Tool palette, and draw a rectangle on the page.

Data List tool

- In Page view, select the Data List tool from the Data Publishing flyout on the Tool palette, and draw a rectangle on the page. The Data List Properties dialog box appears. Click the New button. The Data Object dialog box appears. Select External and then click the Source button.

- In Assets view, click the Data Objects tab, and then click New on the control bar. The Data Object dialog box appears. Select External and then click the Source button.

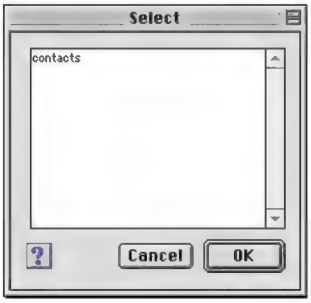
The Data Source Type dialog box appears.

2. Select either Database file on local drive or Database on remote server.

3. Depending on which option you select, do the following:

   - If you select Database file on local drive, click Select to display the File Open dialog box. Locate the database, and click Open. If the database is not open, a message appears telling you that NetObjects Fusion will launch FileMaker Pro and open the database. Click OK to open the database in FileMaker Pro. The Data List Properties dialog box appears after the database is open. Continue with step 4.

   - If you select Database on remote server, a dialog box asks you to select a server on which FileMaker Pro is running. After you select a server, select the FileMaker Pro application and click OK. The Select dialog box appears listing the databases open on the server that you selected. Select the database file you want and click OK.



NetObjects Fusion creates the data object and makes it an asset of your site. The data object contains all fields in the external database and takes the name of the selected file. The data object now appears on the Data Objects tab of Assets view.

4. Continue as follows:

   - If you're working in Page view, the Data List Properties dialog box is still open. You can select fields and format the data list as described in "Creating a Data List for an External Data Object" on page 20-15, and lay out your stacked pages as described in "Creating Stacked Pages" on page 20-22.

   - If you're in Assets view, take these additional steps:

     - Switch to Page view.

     - Select the Data List tool from the Data Publishing flyout, and draw a rectangle on the page. The Data List Properties dialog box appears.

     - Select the newly created data object from the drop-down list.

Data List tool

   You can now select fields and format the data list as described in "Creating a Data List for an External Data Object" on page 20-15, and lay out your stacked pages as described in "Creating Stacked Pages" on page 20-22.

Creating a Data List for an Internal Data Object

Once you create a data object, you can create a data list on any page. You create a data list and one or more stacked pages at the same time. NetObjects Fusion automatically includes linked data list icons in the first column in the data list. The data list thus acts as a table of contents—each row contains data for, and is linked to, a single page in the stack.

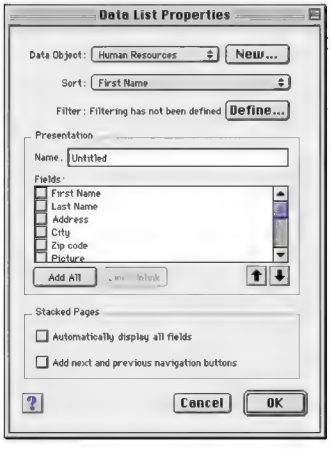
To create a data list for an internal data object:

1. In Page view, display the page on which you want to place the data list. If the Data List Properties dialog box is open and you just created a Data Object, go to step 4.

Data List tool

2. Select the Data List tool from the Data Publishing flyout.
3. Draw a rectangle in the page body.

   The Data List Properties dialog box appears.



4. Choose the internal data object from the Data Object pop-up menu.

Sorting and Filtering an Internal Data Object

You can sort the information in an internal data object so that it appears in a certain order. If you only want to display certain records, you must define a filter. A filter, which you define in the Query dialog box, selects a subset of the available records to display. You can create selection criteria that isolate exactly the records you want to appear in your data list.

To sort and filter an internal data list:

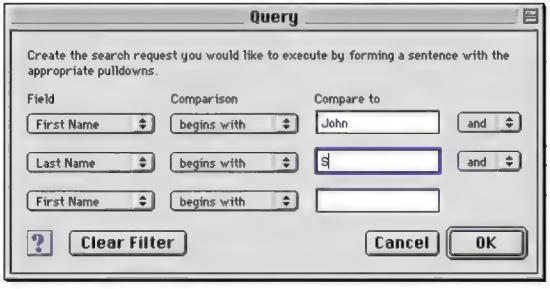
1. In the Data List Properties dialog box, choose a field to sort the list from the Sort pop-up menu. You can sort on simple text fields or image file fields.

   The records are sorted in ascending order. To filter the data, you can create a query.

2. Click Define next to Filter.

   By default, all available records appear in the data list and on stacked pages.

   The Query dialog box appears.



3. Enter your selection criteria and click OK.

   If you do not use all three lines, choose end from the pop-up menu at the end of the last line you use.

   The Data List Properties dialog box reappears. To continue creating the data list, see "Adding Fields and Completing the Data List" on page 20-20.

Creating a Data List for an External Data Object

Once you create a data object, you can create a data list on any page. You create a data list and one or more stacked pages at the same time. NetObjects Fusion automatically includes linked data list icons in the first column in the data list. The data list thus acts as a table of contents—each row contains data for, and is linked to, a single page in the stack.

To create a data list for an external data list:

1. In Page view, display the page on which you want to place the data list. If the Data List Properties dialog box is open and you created a Data Object, go to step 4.

Data List tool

2. Select the Data List tool from the Data Publishing flyout.
3. Draw a rectangle in the page body.

   The Data List Properties dialog box appears.
4. Choose the external data object, the name of your FileMaker Pro database, from the Data Object pop-up menu.

   The Fields list displays the fields in the external data object.

This pop-up menu identifies the current data object

This list shows the fields in the table or worksheet in the current data object

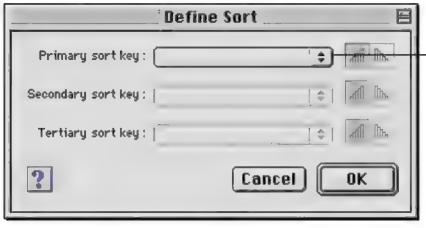
Sorting and Filtering an External Data Object

When you display records in stacked pages, you can display the records in a certain order. You define the sort order by using database fields as sort keys. For example, a common way to sort people's names is by last name. The field containing the last name would be your sort key.

To sort and filter an external data object:

1. Click the Define button next to Sort.

   The Define Sort dialog box appears.



Choose the field for the sort from this pop-up menu

2. Select a field from the Primary sort key pop-up menu.

   NetObjects Fusion sorts the database records first by the Primary field, Secondary next, and then Tertiary. For example, if you select Product Name as the Primary sort key field and Price as the Secondary sort key field, NetObjects Fusion sorts the fields first on the Primary sort key.

3. Click the Ascending or Descending sort icon for each sort key.

4. If you want, repeat steps 2 and 3 for the Secondary and Tertiary sort keys.

5. Click OK.

   The Data List Properties dialog box reappears.

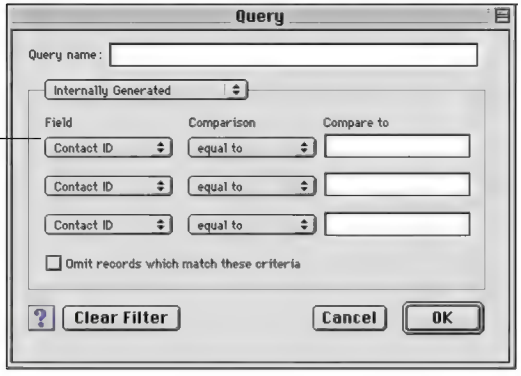
6. Click the Define button next to Filter.

   The Setup Filter dialog box appears.

You can filter the information from the external database so only certain records are available. By default, all available records in the data list and on stacked pages appear. A filter or query selects a subset of the available records to display. You can create selection criteria that isolate exactly the records you want to appear in your data list.

7. Click New.

The Query dialog box appears. The following dialog box is for an Internally Generated query.



8. Type the name in the Query name field.

The new query name appears in the Setup Filter dialog box. If you need to edit the query, select it in Setup Filter and click the Edit button.

9. Select Internally Generated or External File.

- Internally Generated queries are ones you create in the Query dialog box. If you create more than one internal query, NetObjects Fusion automatically groups them together in the Setup Filter dialog box. You can think of all internal queries as working as one query. You can rearrange the order of internal queries in the Setup Filter dialog box; however, NetObjects Fusion always groups internal queries together. For more information, see "Creating an Internally Generated Query."

- External File uses a query that comes from an external AppleScript file. For example, you might use an AppleScript file to populate your database. For more information, see "Creating an External File Query."

Creating an Internally Generated Query

You define an internally generated query in the Query dialog box. When you create an internal query, NetObjects Fusion combines the criteria for each field using an *and*. For example, if your query has Name begins with *A* and Name begins with *R*, then the query returns no records because no name begins with both *A* and *R*. If you want all names beginning with *A* and all names beginning with *R*, you must set up two separate internal queries—one to find all names beginning with *A* and another to find all names beginning with *R*. When you create multiple internal queries, NetObjects Fusion combines them together with an *or*.

To create an internal query:

1. Select the data field name from the Field pop-up menu.

2. Choose a value from the Comparison pop-up menu. The Comparison pop-up menu has different values depending on the FileMaker Pro field type.

   If the field is a text, date, or time field, the Comparison pop-up menu has these values: begins with, contains, ends with, is from, is, is before (exclusive), is after (exclusive), is before (inclusive), and is after (inclusive). The value is before (exclusive) is the same as less than and is before (inclusive) is the same as less than or equal to.

If the field type is numeric, the Comparison pop-up menu has these values: equal to, less than, greater than, less than or equal to, greater then or equal to, and is from.

3. Enter the Compare to value.
4. Repeat steps 1 through 3 for each field in the query.
5. Click Done to return to the Data List Properties dialog box.

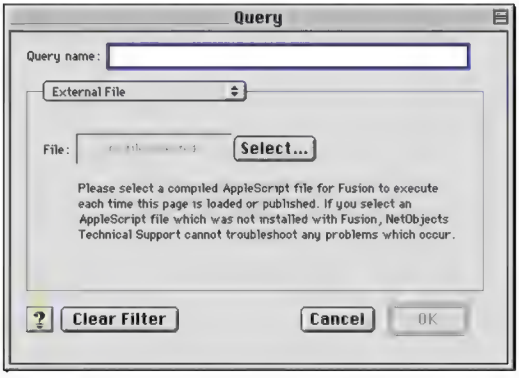
   To complete the data list, see "Adding Fields and Completing the Data List."

Creating an External File Query

An external query is a query that uses an external file. You can use AppleScript to create these queries but you must use a file that contains a compiled AppleScript resource. The **Scripts** folder in **NetObjects Fusion** folder contains sample AppleScripts, which are available when you select a file in the Query dialog box. If you want more information about AppleScript, visit Apple's site at **http://www.apple.com**.

1. In the Query dialog box, select External File from the pop-up menu.

   The Query dialog box now shows External File as the query type.


Query
Query name:
External File
File:
Select...
Please select a compiled AppleScript file for Fusion to execute each time this page is loaded or published. If you select an AppleScript file which was not installed with Fusion, NetObjects Technical Support cannot troubleshoot any problems which occur.
?
Clear Filter
Cancel
OK

2. Type the name of the query.
3. Click Select.

   The File Open dialog box appears.

4. Locate the external file and click Open.
5. Click OK to close the Query dialog box.

   The new query appears in the Setup Filter dialog box. If you want the external query used first, rearrange the order of the queries in the Setup Filter dialog box. Use the up or down arrow buttons to rearrange the queries. For example, if an external file is populating the database, you will want to have it execute before any queries following the records FileMaker Pro sends back to NetObjects Fusion.
6. Click Done.

   To complete the data list, see "Adding Fields and Completing the Data List."

Adding Fields and Completing the Data List

1. In the Data List Properties dialog box Presentation area, enter a name for the data list in the Name field.
2. In the Fields list, select the fields you want to include in the data list by clicking the check boxes to the left of the fields.

   As a shortcut, you can click the Add All button, which marks all fields for display. Typically, however, you display only a subset of fields in the data list and display all fields on stacked pages.
3. To link a field to its stacked page, select the field in the Fields area and click the Link/Unlink button.

   A data list automatically includes at the left of each row a navigation button that links to the record's stacked page. When you link a field, your site visitor can click either the button or the linked field to jump to the record's stacked page.
4. To change the order in which fields appear left to right in the data list, select a field, and then click the up or down arrow buttons to move the selected field up or down the list order.

   Select fields and click the up or down arrow buttons until the list is in the order you want.

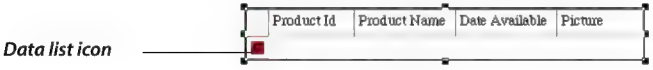
5. Set the following options for creating stacked pages:

   - **Automatically display all fields:** Places all fields available in the data object in a simple layout when NetObjects Fusion creates the first page in the stack. This shortcut can save you the effort of placing fields individually as described in "Designing the Stacked Page Layout" on page 20-23.

   - **Add previous and next navigation buttons:** Places relative navigation buttons in a simple layout when NetObjects Fusion creates the first stacked page. This shortcut can save you the effort of creating custom navigation buttons as described in "Adding Navigation Buttons for Stacked Pages" on page 20-25.

6. Click OK.

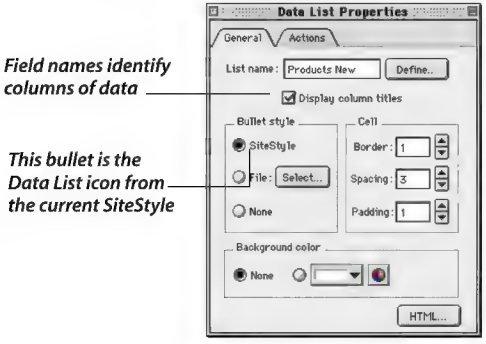
   The data list appears. Its column heads are the names of the fields you selected for display, and a data list icon appears at the left of the first row.



   This is enough information for you to use the Data List Properties palette to specify the appearance of your data list.

   NetObjects Fusion populates the data list only when you preview or publish the page. Data never appears in the data list in Page view.

7. Click the data list to display the Data List Properties palette.



8. Adjust the settings to change the bullet type, background color, border size, and spacing of data. You can also set the column width by dragging the borders of the columns.

   When you are satisfied with the appearance of the data list, create a Layout for your stacked pages as described in "Designing the Stacked Page Layout" on page 20-23.

Deleting a Data Object

1. If you created stacked pages for the data object, you must delete the stacked pages and any data lists before you can delete the data object.

   Switch to Site view and select the stacked pages.

2. Choose Delete Page from the Edit menu or press the Delete key, and click OK in the warning message that appears.
3. Switch to Assets view.
4. Click the Data Objects tab.
5. Select the data object and choose Delete Data Object from the Edit menu or press the Delete key.

   You see a warning that the deletion cannot be undone.

6. To continue with the deletion, click Yes.

Creating Stacked Pages

Stacked pages have pages that correspond to records in a database. When you store information internally in NetObjects Fusion, you can enter data for one record in each stacked page. If you are drawing information from an external data file, each stacked page automatically displays information from a record.

Note: You can add or delete stacked pages for internal data as described in "Adding Stacked Pages for Internal Data" on page 20-26. To add or delete records for external data, you must make the changes in your external database or spreadsheet application and then republish your site.

Designing the Stacked Page Layout

The arrangement of the objects in the stacked page Layout area determines the appearance of all the stacked pages. Data fields and non-data objects, such as text, pictures, or other assets added to the stacked page Layout, are repeated across all the stacked pages. In addition, Layout changes made to any stacked page are automatically applied to all pages in the stack.

Unless you selected the Display All Fields option when you created your data list, your stacked page Layout is blank. You can add text and graphic objects to this page, just like any other page. The key items to be added, however, are the data fields you defined in the data object.

To design stacked pages:

1. Switch to Site view, or use the Site Navigation window in Page view to navigate to the first page in that stack.

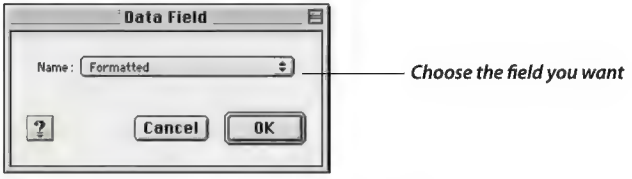
   If you are working with an external database and the database is not open, NetObjects Fusion opens the FileMaker Pro database. The stacked page navigation button bar indicates this is "1 of" as many records as were imported from the external source. If you are working with an internal data object, the stacked page navigation button bar indicates this is "0 of 0" because you have not created any records yet.

Data Field tool

2. In Page view, select the Data Field tool from the Data Publishing flyout, and draw a rectangle on the stacked page for the first field.

Drawing a data field.

The Data Field dialog box appears, so you can choose which field you want to display in the rectangle you drew. The fields available are those in the data object you selected in the Data List Properties dialog box when you created the stacked pages.



3. Select a field from the Name pop-up menu.

   - If you are using an internal data object and selected an image file field, the field area is marked with an X. You can add an image by double-clicking the image file field when you add a new record. For more information, see "Adding Stacked Pages for Internal Data."

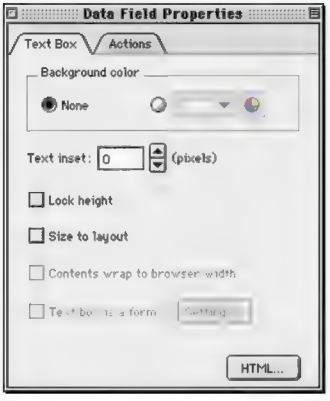
   - If you are using internal data and selected a simple or formatted internal text field, NetObjects Fusion displays a blank field. See "Adding Stacked Pages for Internal Data" on page 20-26 to learn how to enter text in these fields.

4. Click OK.

   NetObjects Fusion places the field on the page. You can drag the field to a new location on this stacked page Layout.

5. Place additional data fields, until you have as many as you want.

6. In the Data Field Properties palette, select a text field's background color, text inset, and other options.



The Data Field Properties palette for an image file field shows only the file selected for the current field.

7. On the stacked page Layout, add text blocks to label your fields, lines, and other graphics until you are satisfied with your Layout.

8. If you are using external data, your stacked pages are already created.

   You can use the Next and Previous buttons on the control bar to scroll though all pages in the stack.

   If you are using internal data, add records as described in "Adding Stacked Pages for Internal Data." You cannot enter data until you add a record to contain it.

Adding Navigation Buttons for Stacked Pages

Next and Previous buttons simplify navigation between stacked pages. You can automatically add navigation buttons when creating your data list as described in "Creating a Data List for an External Data Object" on page 20-15, or you can create custom navigation aids by drawing or importing buttons, as described here.

To add navigation buttons for stacked pages:

1. In Page view, on one of the stacked pages, add an object to serve as a button.

You can place text, draw a button using the Draw tool, or import an image using the Picture tool. The NetObjects Fusion CD contains images specially designed for page navigation buttons. Check the **Samples: Content: Images** folder for these buttons.

2. Select the object.
3. Click Link in the object's Properties palette.
4. In the Link dialog box, click the Smart Link tab.
5. Select Next Stacked Page or Previous Stacked Page, and then click Link.

Adding Stacked Pages for Internal Data

To add a new record to internal data, you create a new stacked page. Each new stacked page has the same layout of data fields and non-data objects as all the others in the stack.

You can create as many new stacked pages as you want. For each new stacked page, NetObjects Fusion adds a row to the data list on the data list page. You can delete stacked pages for internal data whenever you want.

Note: You cannot add or delete stacked pages associated with an external data object. To add or delete records when data is stored externally, you must update your external database or spreadsheet application and re-publish your site.

To add internal data stacked pages:

- In Page view, on the first stacked page, click the Add button on the control bar.

  A stacked page with blank data fields appears. The counter on the navigation bar indicates the new total of records in the stack.

Deleting Stacked Pages

To delete the current stacked page:

- In Page view, click the Delete button on the control bar.

Adding Text and Images for Stacked Pages

When a stacked page displays data from an internal data object, you can enter text and add pictures in fields on the stacked page. You cannot edit the data in fields on stacked pages that reference external data.

To enter text in a text field:

- Double-click the field.

  A red outline with hollow handles appears for the field, and an insertion point appears inside. Type the text you want, then press Tab to move forward or Shift+Tab to move back one field.

To add an image in an image file field:

- Double-click the field and select the image you want in the dialog box that appears.

  When you add data to the stacked pages, the data list can display it. Preview the data list page to see how it will look in your browser.

Building Dynamic Pages

Thanks to continuing advances in HTML specifications and browser development, you can now make pages dynamic—enlivening objects with movement and function, and using interaction to help deliver your site's message and content.

Using NetObjects Fusion you can add animations, actions, messages, and behaviors to any object on the page, or to the page itself. There's no programming required: NetObjects Fusion provides all the ingredients for a wide range of actions, presented in a standard selection dialog box.

If you prefer, you can script your own actions in NetObjects Fusion, using JavaScript or VBScript. Experienced programmers can customize the built-in menu of actions.

When you publish your site, NetObjects Fusion generates dynamic pages in Everywhere HTML—a combination of CSS positioning code, JavaScript, and browser-specific HTML code such as Netscape's <LAYER> tag. Everywhere HTML makes dynamic pages work properly in both Microsoft Internet Explorer 4.0 and Netscape Communicator 4.0, with no further configuration or adjustment.

This chapter contains:

- **An overview and example of objects, actions, and messages**
- **Design considerations and the dynamic page-building process**
- **The mechanics of assigning actions and parameters to objects**
- **Scripting custom actions**

The Basics of Dynamic Pages

Dynamic pages contain one or more objects that have actions. These actions can include:

- Animations that make the object move on, off, and around the screen, bounce off other objects, grow or shrink, or change places.
- Direct manipulation of the object by the site visitor, typically by dragging or moving it with the mouse.
- Indirect manipulation of the object by the browser using JavaScript "collision detection" to prevent two objects from occupying the same space at the same time.
- Changes to the object's properties, such as its color, location, visible/invisible condition, or some other state.
- Responses attached to form objects that cause other actions in response to the site visitor's selection or entry.

The action mechanism is message-based; each action is triggered by a specific message, and it sends a specific message in response to that trigger.

Because of their capability for animation or interaction, pages with dynamic objects are considered to be coded in dynamic HTML (DHTML). DHTML is not a new HTML standard of specific tags and attributes; it's a general term to describe pages that use JavaScript or other supported scripting languages operating within the browser to provide animation and interactivity.

The templates provided with NetObjects Fusion include an example of a page written in DHTML that has objects on it with pre-built actions. See "Expanding Your Site" on page 3-12 for information.

Note: For reliable performance, actions should be viewed in Internet Explorer 4 or Netscape Navigator 4. The HTML tags that make actions possible are not always supported in earlier versions.

Objects, Actions, and Messages

At their most basic level, actions are composed of a trigger event, an action message, and one or more message targets.

- A *trigger event* causes an action to start. Trigger events are expressed as:
  - Messages about site visitor actions, such as a mouse click or mouse-over
  - Messages about conditions such as the page loading or a particular state of the server
  - Messages sent from or by other objects
- An *action message* is the information that gets passed from the source object to the target object. An action message can be a statement or a conditional expression.
- A *target* is any object that receives the message and acts upon it.

Triggering Actions

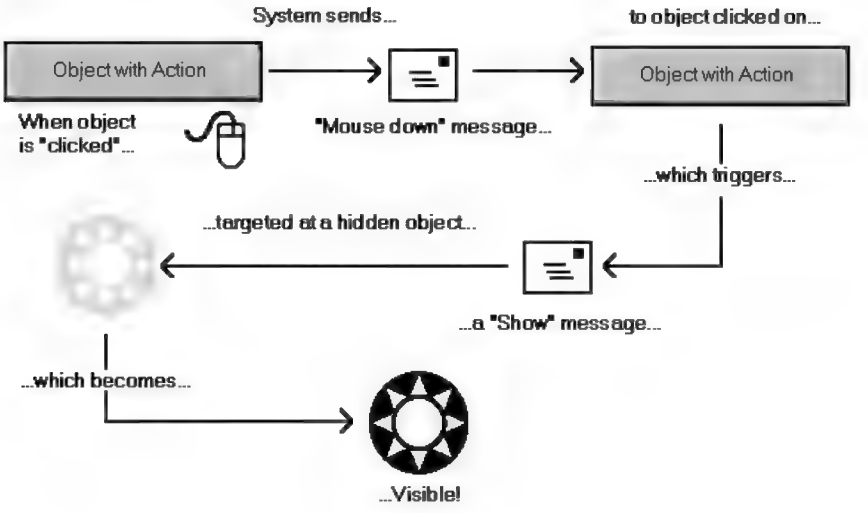
There are a variety of ways that you can define the triggering event for an action. You can:

- Set the state of the browser as a triggering event, so actions are triggered when the page loads, or when the browser leaves the page. You might, for example, define one set of actions to occur when the page loads, and have another set of actions triggered to "reset" the objects or the page to their original state when the browser exits.
- Set actions to respond to various forms of onscreen interaction, including clicking, hovering over, or dragging objects on the page. For example, images are frequently used as buttons to launch actions when the site visitor clicks them.
- Define custom messages and then use them as the triggering event for other actions. This lets you link actions together that do not require onscreen interaction or changes to object states.
- Use completion messages from one action to trigger another action. For example, you can have one image fly in to your page from top right; its completion triggers the fly-in of the second image from the bottom left.

- Send cascading messages to grouped or collected objects, so one message gets sent to multiple related objects.

An Active Objects Example

Suppose you are creating a site for a non-profit organization that is having its annual fund-raising drive. You want to provide a Click for Status button that displays a thermometer, indicating the progress of the fund-raising efforts. You can do this using a simple action that makes an image appear when you click on a button object. The example works like this:



1. When a site visitor clicks the object, the browser sends a Mouse Down message to the button object itself—that's how the button "knows" it has been clicked.
2. When the button object receives the Mouse Down message, it triggers the object to send a message called Object Show to its target—an image that is currently on the page, but hidden.
3. When the hidden object receives the Object Show message, it triggers the action attached to the hidden object, which changes the image object's visible property to "true."

In this example:

- The button object has an action whose trigger event is defined as a mouse click on that object:

  When ***Mouse Down***, send message ***Object Show*** to target ***Hidden_Object***

- The hidden object has an initial setting

  Don't show when the page loads

  and an action:

  When ***Object Show*** (is received), send message ***Set Visible Property On*** to target **Hidden_Object** (myself).

The built-in behavior for Set Visible Property On is to display the specified object when the ObjectShow message is received.

The Dynamic Page-Building Process

To add dynamic content and actions to your pages, you follow this basic process:

1. Design the activity and effects for each page. Determine the sequence of actions, the possible groupings and arrangement of objects, and the most effective use of cascading actions.

   Then, compare all the dynamic pages within your site to identify duplication, eliminate conflicts or clashes, and keep a "big picture" view of the site as a whole.

2. On each page with dynamic content, select the objects and assign the appropriate actions, targets, messages, and parameters.
3. Script custom parameters or custom actions as needed.
4. Preview or publish, then test your results in both 4.0 browsers.

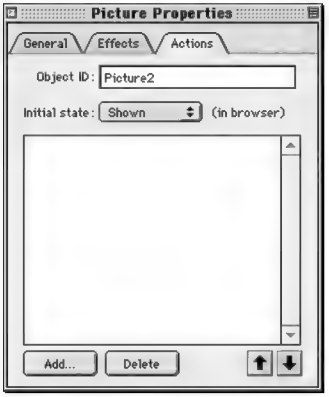
The specifics for each step are described in the remainder of this chapter.

Adding Actions to Objects

1. In Page view, select the object to which you are adding an action.

   The object's default Properties palette appears.

2. Select the Actions tab.

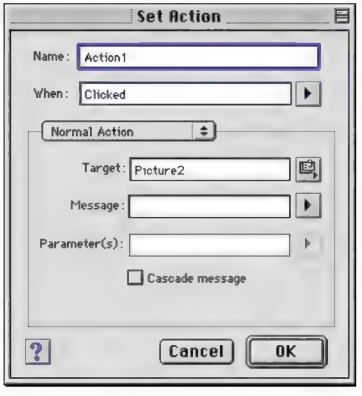


   The Actions tab displays the Object ID for the current object.

3. In the Initial state section, by default, the object will be Shown in the browser. If you want this object to be hidden when the page is loaded, choose Hidden.

4. To add a new action, click the Add button.

   The Set Action dialog box appears.



Use this dialog box to configure the action by specifying its trigger, target, message, and parameters.

5. To override the default action name, enter a descriptive name for the action in the Name field.
6. Specify the triggering event for this action in the When field. See "Specifying a Trigger Event" for information.
7. Specify the target for this action in the Target field. The default target is always the object itself. See "Specifying an Action Target" on page 21-9 for details.
8. Specify the message you want this action to send to the target object in the Message field. See "Specifying an Action Message" on page 21-10 for information.
9. Specify the appropriate parameter for this message in the Parameters field. See "Specifying an Action Parameter Value" on page 21-12 for information.
10. If your target object is a text box, Layout Region, or Layout, you can send this message to all objects contained within the target object. To do so, select Cascade message. See "Creating Cascading Actions" on page 21-15 for details about cascading actions.
11. When you finish configuring your action, click OK.

    The new action appears in the list box of the Action tab of the object's Properties palette.
12. Repeat steps 3 through 11 to assign additional actions to this object.
13. Preview or publish the site locally and view the results in your browser. To ensure the best experience for your site visitors, test your dynamic pages in both Microsoft Internet Explorer 4 and Netscape Navigator 4.

Specifying a Trigger Event

The first component of an action is its trigger event or condition: when the trigger event occurs, or the trigger condition is met, the action begins. The trigger event is defined by its subject and its condition: an action's trigger might occur when the page is loaded or when a transition is started.

Your choices for trigger events and conditions vary, depending on the type of object to which you're adding the action. For example, if you are adding an action to a picture object, there are five potential mouse-driven trigger events to choose from: clicked, down, up, over, and out.

Keep in mind that the trigger event is itself expressed as a message: in a literal sense, the action is kicked off when the object receives the message that the trigger event occurred. The picture object in the example below won't "know" that the mouse was clicked until it receives a message to that effect from the browser.

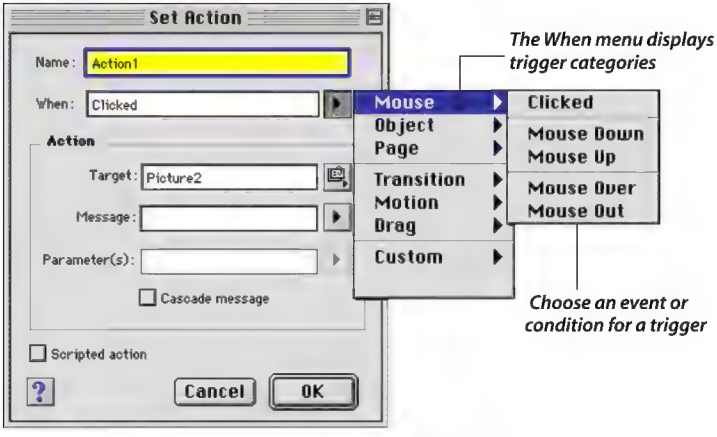
This is what happens when you chain actions together in a sequence—you use a message from one action to trigger the next action.

Use the When message menus in the Set Action dialog box to select the triggering message that kicks off this action.

When button

1. In the Set Action dialog box, open the When menu.

   A list of the event subjects that you can use to define the trigger event appears.



   Mouse-driven events, for example, can be triggered when the site visitor clicks the mouse or moves the mouse pointer over the object. Object-driven events can be triggered when the object is hidden, shown, generates an error, or is loaded on the page. Page-driven events can be triggered when the page finishes loading in the browser, or when the site visitor leaves the page.

2. Point to the trigger category, then click the event or condition you want. To select a custom message, point to Custom and select from the list displayed. See "Creating Custom Messages" on page 21-18.

   The name of the trigger event appears in the When field.

3. Continue setting the action target, message, and parameters as needed.

Specifying an Action Target

The target of an action is the recipient of the action's message. An action can target any one of the other objects or containers on the current page or the page itself. If you target a container, like a text box or a Layout Region, you can also cascade the action so the container passes it along to all the objects embedded within it. See "Creating Cascading Actions" on page 21-15 for more information.

For example, you might add a "Fly Out to Top Right" action to one picture object and target it at another picture object. When the site visitor clicks the first object, the second object receives the action message, which triggers it to fly off the page.

NetObjects Fusion's default setting is for an object's actions to target itself. Unless you target another object, the action acts on or impacts the object to which it is attached.

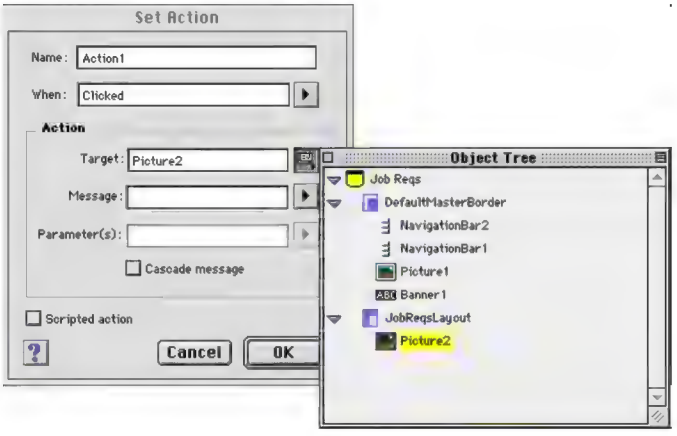
If you add an action to an object in a MasterBorder or an AutoFrame, and it targets an object in the Layout, make sure the target object is always available in all Layouts to which the MasterBorder or AutoFrame is applied. MasterBorders and AutoFrames are often applied to several pages; if you add an action to an object in the MasterBorder and the target is in the Layout, the target might not always be available. For example, if you add an action in a MasterBorder on a page named Staff Photos, and the target is an object named CEOPicture in the Layout, the action will not work while site visitors are on the page named Phone Numbers if CEOPicture is not also in the Layout for Phone Numbers.

Use the Target field's Object Tree to select the target for an action:

Target browse button

1. In the Set Action dialog box, click the Target button.

   The Object Tree appears, showing the hierarchy of all the objects on the current page.



   The Object Tree shows the page's containers—MasterBorder, Layouts, Layout Regions, and text boxes—with their objects listed below. You can expand or contract the Object Tree by clicking the triangles for each level.

2. Double-click the object you want to designate as the target for this action.

   The name of the object is displayed in the Target field.

3. Continue setting the action message and parameters as needed.

Specifying an Action Message

The action message is the heart of the action—it defines what the action does, what effect it has, and what conditions or behaviors it establishes. An action message is essentially an instruction to the target object, telling it to behave in a certain way: it might, for example, carry instructions for the target object to Fly In from Top Right when triggered.

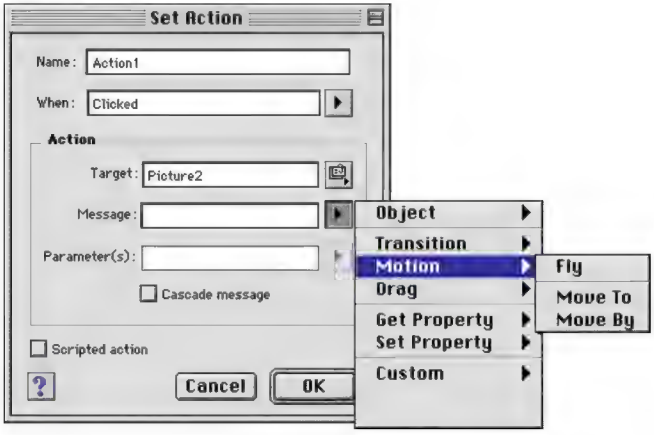
Your choices for action messages vary, depending on the type of object you are targeting. For example, if you target an action at the Layout, there are three potential dialog boxes that you can display: alert, confirm, and prompt.

Keep in mind that the action message is itself a trigger that kicks off the action when it is received by the targeted object. The picture object in the example above won't "know" to fly off the screen until it receives the instruction to do so, which triggers the flying action within the object.

Use the Message menu button to select the action message.

Message menu button

1. In the Set Action dialog box, open the Message menu.



2. Point to a Message option, then click the condition you want. To select a custom message, point to Custom and select from the list. See "Creating Custom Messages" on page 21-18 for information.

   The name of the selected action message appears in the Message field.

3. Continue setting the action parameter values, if appropriate to the message you selected.

Specifying an Action Parameter Value

Some actions require or accept additional parameters that control some aspect of their activity. In some cases, you can select from a list of predefined parameter values. In others, you can enter a value of your choice. The parameter value you set is sent to the object as part of the Action Message.

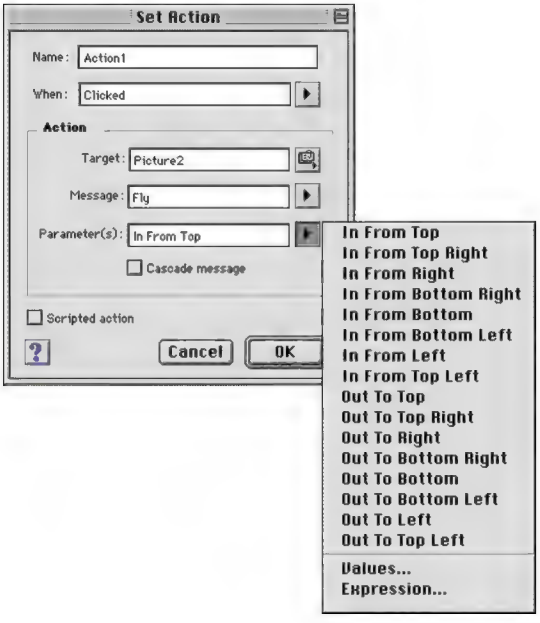
The range of choices is determined by the type of Action Message you assigned to this action. For example, the Fly message accepts directional parameters, with choices like In from Top or Out to Top Left. The Alert message, on the other hand, accepts a text string that it displays within the alert box.

Use the Parameters menu button to select the parameter values.

Parameter menu button

1. In the Set Action dialog box, open the Parameters field menu.

   NetObjects Fusion displays the list of predefined parameter values, if any are defined for the selected action message.



2. Set the value for this action message's parameter by:

   - Selecting a predefined value from the list.
   - Selecting the Values option to set custom values. See "Customizing Parameter Values" on page 21-13 for details.
   - Selecting the Expression option to create a JavaScript expression that generates or otherwise controls the value of the parameter. See "Scripting JavaScript Expressions" on page 21-24 for information.

   Once you select or set the parameter value, the name of the value appears in the Parameter field.

3. If you want this action to cascade within the hierarchy of the target object, select Cascade message. See "Creating Cascading Actions" on page 21-15 for information.

4. Click OK to complete this action and return to the Action tab of the selected object.

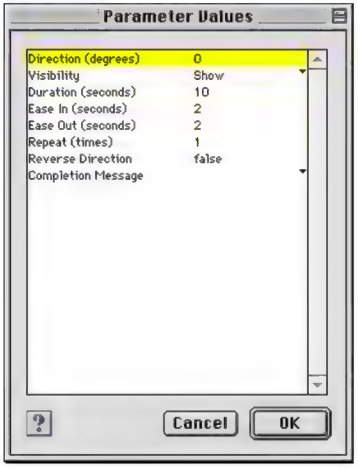
Customizing Parameter Values

When you select a predefined value from the Parameters list, you are only setting the value of the most important parameter for this action. For example, in the case of the action Fly, the most important parameter—the one available from the menu list—will define "where from, and where to?" The default value for this parameter in this instance is In from Top.

However, the Fly message has other parameters as well, such as speed, duration, and action repeat. All these parameters have default values; you can also set new values.

1. Select Values from the Parameter pop-up menu in the Set Action dialog box.

The Parameter Values dialog box appears, listing all the parameters predefined for this message and their default values.



2. Select the parameter value you want to change.

   An edit field appears.

3. Set the parameter value:

   - If the potential value choices for this parameter are predefined, the edit field might offer a means to select your choice—such as a pop-up menu, the Color Picker, a File Open dialog box, or a Link dialog box. Select the parameter value you want from the available list or dialog box.

   - If the parameter accepts any values, enter one in the edit field.

4. Repeat steps 2 and 3 for other parameter values you want to set.

5. Click OK after you set all parameter values.

   The Set Action dialog box appears.

Creating Cascading Actions

If you target an action at a container object, such as a Layout or a Layout Region, you can instruct the target to forward that action's message to every object contained within it. When the site visitor or browser triggers the action, the message cascades down the target object's hierarchy.

In effect, the target object forwards the message in turn to each object contained within itself. For example, if you send a cascaded action to a Layout, the Layout forwards the action's message to each object on the page.

Be aware that messages your actions send to either the Layout or the MasterBorder will apply to the entire page, not just the Layout or MasterBorder. For example, if you make a button which, when clicked, sends a Hide Object message to all objects on the Layout, it actually sends the message to all items on the page, making everything invisible. If you want a cascading message to affect only a group of objects, put all the objects in a Layout Region container and send the message to the Layout Region instead of the Layout.

Cascading actions are particularly valuable when you want to apply actions to a changing collection of multiple objects. For example, assume you are preparing a site for your company. In the marketing information part of your site, you want to display a map showing the 10 locations of your company offices. The way you designed it, each office location includes a button that superimposes a text object on the page. That text object contains a profile of that location's activities. When a site visitor clicks a location, you want to hide any currently visible profile and display the one linked to the selected location.

Cascading messages make this manageable:

- Without cascading messages, you'd have to include 10 actions with each location button: 9 actions to hide other location profiles (Hide Profile1, Hide Profile2, and so forth) and 1 action to display that location's profile object.

- Using cascading actions, each location button sends one Hide all profiles message to the Layout. That message is then forwarded by the Layout to each object within that Layout; in effect, the message cascades down the Layout's Object Tree. In this case, Hide all profiles is a custom message that is not provided with NetObjects Fusion: see "Creating Custom Messages" on page 21-18 for more information.

  Note that the Layout doesn't command its objects to hide. It simply passes along the Hide all profiles message, and any object that understands that message—because it has an action of its own that is triggered by a Hide all profiles message—acts on it.

  The selected location button then sends one Show message to its corresponding location profile, and that profile object displays itself.

The net result: you assign 20 actions, not 100, and when a new office location opens in Quebec, all you add is one location button, one profile object, and two actions—instead of having to add the hide Quebec profile message to all other office locations.

Configuring Cascading Actions

1. In Page view, create the objects that you want to act upon, and embed them in the container of your choice.
2. Add the object that will trigger the action.

   The default Properties palette for the trigger object appears.
3. Select the Actions tab and click the Add button to add a new Action, and name the action if appropriate.
4. In the Target Object Tree, select the container—Layout, MasterBorder, Layout Region, table, or text box—in which you embedded the objects in step 1. This is the container you want to target for the cascaded action.
5. Select the Cascade message option.
6. Complete the action configuration as needed, and click OK.
7. Preview or publish the site locally and test the cascading effect.

Assigning an Action to a Text Link

1. In Page view, select text you want to link.
2. On the Format tab of the Properties palette, click Link.

   The Link dialog box appears.
3. Select a link on one of the four link tabs.

   If you want the link to launch the action, but you don't want the link to display a new page in the browser, choose the Blank link on the Smart Link tab.
4. Click the Insert Action button.

   The Actions dialog box appears.
5. Click the Add button and add an action as described in "Adding Actions to Objects" on page 21-6.
6. Click OK in the Actions dialog box.
7. Click Link in the Link dialog box.

Customizing Actions

The actions, messages, and values described in "Adding Actions to Objects" are predefined by and provided with NetObjects Fusion. They represent samples of the typical actions you will use to make your pages dynamic. However, you might also want to:

- Create custom messages to support specific combinations of actions.
- Script custom actions using JavaScript or VBScript to produce exactly the results you want.
- Script JavaScript expressions to create effects or perform functions.

Creating Custom Messages

You can create custom messages and use them as trigger or action messages. Any custom message that you define and use will typically be used twice: once as the action Message, sent when triggered by some other event, and once as the When message, to trigger another event.

For example, in the office locations example described in "Creating Cascading Actions" on page 21-15, the custom message Hide all profiles works like this:

1. When the site visitor clicks an office location, the custom message Hide all profiles is sent as a cascading action message to the Layout.
2. The Layout receives the custom message, but it doesn't have any actions triggered by this message. The Layout cascades the message down to its embedded objects.
3. The custom message Hide all profiles is received by each object contained in the layout. Each profile object has an Object Hide action that is triggered by the message Hide all profiles. As a result, each profile object hides itself when it receives the custom message.

To create a custom message:

4. In the Set Action dialog box, from the When or Message option menus, select Custom, Edit.

   The Custom Messages list box appears.

5. Click the Add button.

The Add Message dialog box appears.

6. Enter the message exactly as you want it to be used in other actions, and click OK.

   The message is added to the Custom Message list box. The next time you select Custom from the When or Message option menus, NetObjects Fusion displays your custom message as one of the choices.

Deleting a Custom Message

1. In the Set Action dialog box, select Custom, Edit from the When or Message option menus.

   The Custom Messages list box appears.

2. Select the message you want to delete, then click the Delete button.

   The custom message disappears from the Custom Messages list box.

3. Click OK.

Scripting Custom Actions

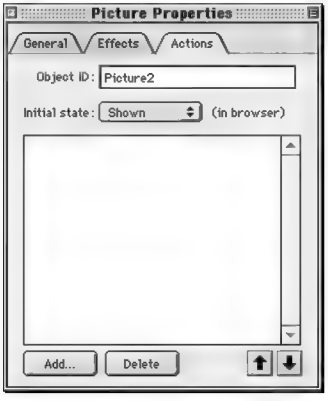
The action events and messages you can choose from the Set Action dialog box are defined by NetObjects Fusion in the default JavaScript Beans file: **:NetObjects Fusion 3.0:NetObjects System:NetObjects Fusion.jsb**. You can also use the Set Action dialog box to script your own actions for any object. You can define these actions in any valid scripting language: JavaScript, JScript, VBScript, or CGI.

To add a scripted action to an object:

1. In Page view, select the object.

   The object's default Properties palette appears.

2. Select the Actions tab.

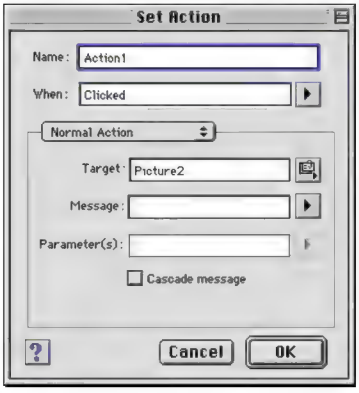


   The Actions tab displays the Object ID for the current object.

3. In the Initial state section, by default, the object will be Shown in the browser. If you want this object to be hidden when the page is loaded, choose Hidden.

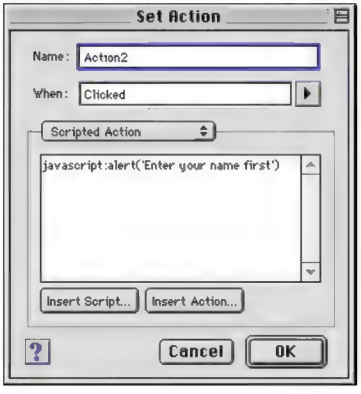
4. Click the Add button.

The Set Action dialog box appears.



5. Click Normal Action pop-up menu and choose Scripted Action.

   NetObjects Fusion modifies the Set Action dialog box to display the Action scripting text box.



6. Use the Action text entry field to enter your scripted action. NetObjects Fusion gives you three methods for building a custom script:

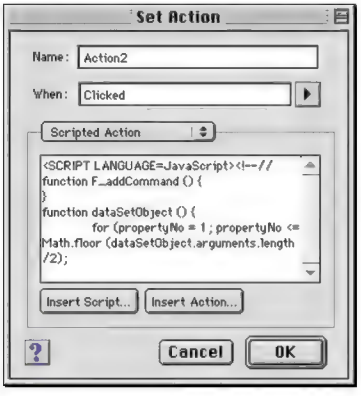
   - You can enter script or paste any valid JavaScript, JScript, or CGI coding directly into the text entry field. NetObjects Fusion does not validate or otherwise check the code you enter.

- You can insert a predefined script from another file.
- You can insert any action you have already defined for this object.

Use all three methods as needed to create a scripted action.

Inserting a Script in a Scripted Action

1. In the Set Action dialog box, click the Scripted Action pop-up menu, and then click the Insert Script button to display a File Open dialog box.
2. Use the dialog box to navigate to and select the source file for your script. Change the Show setting to All Files if necessary.
3. Click Open to insert the contents of the selected file.



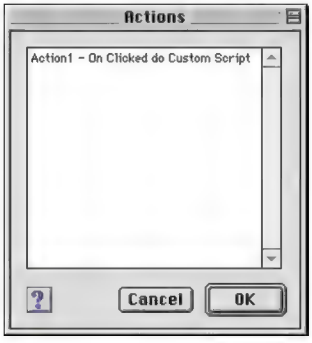
NetObjects Fusion inserts the script from the selected file.

This is particularly helpful if you are sharing scripts with other developers, or if you are implementing a script that someone else developed.

Inserting an Existing Action

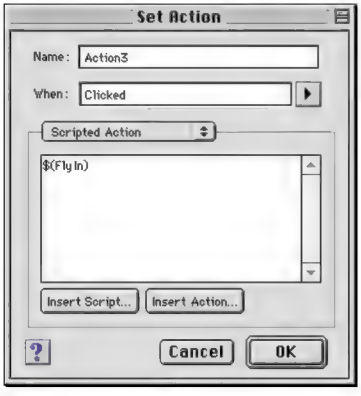
1. In the Set Action dialog box, click the Scripted Action pop-up menu, and then click Insert Action.

The list of the Actions assigned to the current object appears.



2. Select the Action you want to insert, and click OK.

   NetObjects Fusion inserts a call to the selected action, in the form **$(Actionn)** where **n** is the number of the action as it was created, and places the statement in the text box. Actions are numbered when you create them.



3. Insert other scripts or actions, as needed.
4. Click OK when you finish scripting the action.

NetObjects Fusion adds the scripted action to the Action list box.

Scripting JavaScript Expressions

You can script your own JavaScript expressions to use as parameter values for any action. These JavaScript expressions can return individual values for specific parameters. They can return objects with multiple values. They can obtain values from form objects and forward them as message parameters.

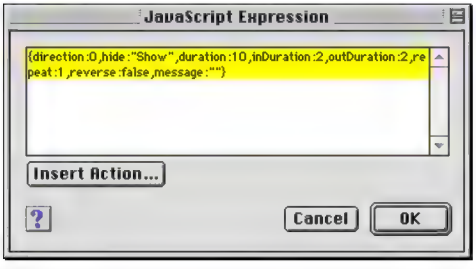
You can enter JavaScript expressions directly, or you can assemble an expression out of existing actions for that object.For example, you could define an expression that tests for a particular server condition—such as time of day—and then launches specific actions that you defined using the Set Actions dialog box based on that condition.

For more information about JavaScript and scripting expressions, consult the resources at **http://www.developer.com/directories/pages/dir.javascript.html**.

To script an expression for the value of a message parameter:

1. In Page view, select the object and add any actions that you want to use as components of the scripted expression. See "Adding Actions to Objects" on page 21-6 for specific steps.
2. In the Action list box, select the action whose parameter value you want to set to the expression, and click OK.
3. In the Set Action dialog box, set the other values of the action as appropriate.
4. Select Expression from the Parameter pop-up menu.

   The JavaScript Expression edit dialog box appears.



5. Enter in the text field the JavaScript expression you want to use to determine the value of this parameter.
6. If you want to build your expression around or with existing actions, click the Insert Action button.

   NetObjects Fusion displays a list of actions you already defined for this object. Select the action you want to insert and click OK.

Note: Expressions must be written in valid JavaScript. NetObjects Fusion does not perform any error- or syntax-checking of your expression.

---

7. When the expression is completed, click OK.

   The parameter is set to the value generated by the expression, and the Set Action dialog box appears.
8. Repeat steps 1 through 4 for other parameter values you want to set to expressions.

Modifying Existing Actions

1. In Page view, select the object that has the action you want to modify.

   The default tab of the object's Properties palette appears.
2. Select the Actions tab. The actions you added to this object are listed:

3. To change the sequence of actions for this object:

   a. Select an action that's out of sequence.

   b. Press the up or down arrows in the bottom right corner to move the selected action.

   c. Repeat as needed.

   Actions are launched by their trigger events, or messages. If two or more actions share the same trigger action, they are run in the order in which they appear.

4. To suppress an action so NetObjects Fusion does not include it when the site is published, clear that action's check box on the Actions tab. A suppressed action can, however, be inserted in a scripted action.

5. To change the properties of an action—the name, trigger, target, message, parameters, or cascade setting—double-click the action you want to modify.

   The Set Action dialog box appears with the current action configuration shown. You can change any of these settings as needed.

Customizing Action Choices

The Set Action dialog box is dynamically built when NetObjects Fusion starts up, based on the contents of the **NetObjects Fusion.jsb** file located in the **NetObjects System** folder of the **NetObjects Fusion 3.0 folder**. The **NetObjects Fusion.jsb** file, in turn, is based on the JavaScript Beans specification.

If you are experienced in JavaScript programming, you can edit this file to:

- Add, delete, or modify the choices available from the Set Action dialog box.
- Change the default or potential values of parameters.
- Replace or supplement the **.jsb** file with your own files.

Working with HTML Directly

In addition to adding content, links, and DHTML to your site using NetObjects Fusion's tools, you can work directly with the code to insert HTML and script yourself. For example, you can add META tags to index your site for search engines, power content with JavaScript or Visual Basic routines, center pages throughout your site, or do whatever else you can when coding raw HTML. You can't edit the HTML NetObjects Fusion generates, but you can add your own code virtually anywhere.

Before working with HTML directly, you should be familiar with HTML tags and page structure. There are many books and Web sites to learn from. If you're not familiar with HTML, you can still complete the tasks in"Examples of Adding Page HTML" on page 22-4 and "Examples of Object HTML" on page 22-8.

This chapter tells you how to add HTML or scripts by:

- **Accessing the page's HTML**
- **Accessing an object's HTML**
- **Inserting HTML in a text box**
- **Coding your own objects**

You can also code custom frames and framesets, insert code within link tags, and add your own actions. See Chapter 23, "Creating Custom HTML Framesets and Frames," "Adding HTML to a Link" on page 14-12, and "Customizing Actions" on page 21-17.

Note: NetObjects Fusion doesn't verify HTML you add, so be sure to use valid syntax, enclosing scripts within <SCRIPT> and </SCRIPT> tags, and so on. Also, assets referenced in your HTML aren't managed in Assets view. If you move the HTML or its assets in your directory structure, edit paths in the HTML accordingly.

Accessing the Page's HTML

You can add HTML or script to the <HEAD> or <BODY> of the HTML NetObjects Fusion generates. First, select the area of the page you want to access—the Layout area to access the current page's HTML, or a MasterBorder or AutoFrame to access the HTML of several pages.

Note: If your site uses frames, access Master HTML to add code to the frameset NetObjects Fusion generates, and access Frame HTML to customize that frame.

Then use the Page HTML dialog box to add code between the <HEAD> tags, inside the <BODY> tag, or at the beginning of the <BODY>.

1. In Page view, click in the Layout area, MasterBorder, or an AutoFrame.

   To select a ZeroMargins MasterBorder, click outside the page. See "Modifying a MasterBorder" on page 6-4.

2. Click the HTML button on the Properties palette.

   Click the Frame tab to locate the button for accessing AutoFrame HTML and adding code to a frame's contents.

   To access frameset HTML, select the MasterBorder or AutoFrame; then click the HTML button on the General tab.

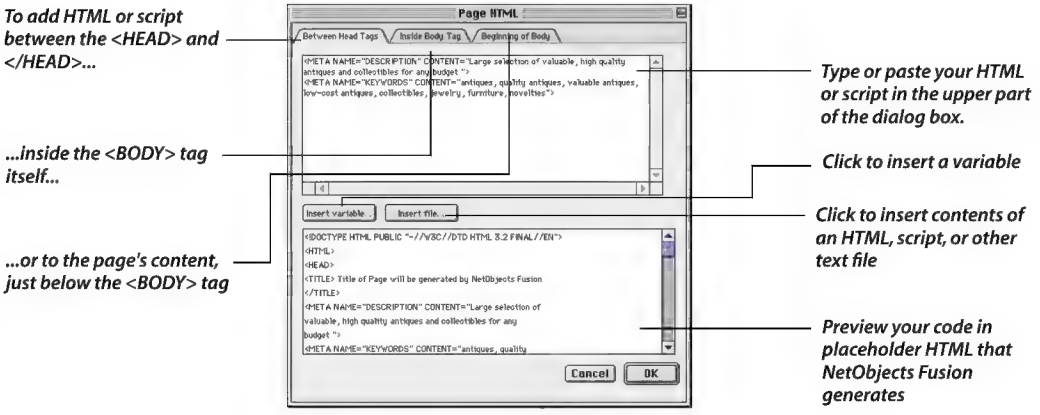
   The Page HTML dialog box appears.

3. Click a tab to indicate where in the HTML you want to add tags or script.

   - **Between Head Tags**. Adds code to the <HEAD> content, inserting it just before the </HEAD> tag.
   - **Inside Body Tag**. Adds code inside the <BODY> tag, as in **<BODY** *attribute=value***>**, where *attribute=value* is your code.
   - **Beginning of Body**. Adds code just below the <BODY> tag.

4. Enter your code in the top part of the dialog box.

   Your typing appears in blue text in the bottom part of the dialog box, where you can preview its location in the HTML NetObjects Fusion generates.



   You can click the Insert file button to insert contents of an HTML, script, or other text file. Click the Insert variable button to insert a field. For information on fields, see "Managing Variables" on page 25-15.

5. Click OK.

Preview the site to test your code, and view the source from your browser to see the resulting HTML.

To edit your code, open the Page HTML dialog box again, click the tab containing the code, and make your changes.

Note: If you convert an AutoFrame back to a MasterBorder, code added to the frame's content HTML is deleted.

Examples of Adding Page HTML

Centering a Page's Contents

NetObjects Fusion generates fixed-width pages by default. As a result, content doesn't widen or narrow when site visitors resize their browsers. If your pages are narrow, you can center them to avoid an imbalance of white space by adding the <CENTER> tag at the beginning of each page's <BODY>.

1. In Page view, click in the Layout area of the page you want to center, in a MasterBorder to center a set of pages, or in an AutoFrame to center just the contents of the frame.
2. Click the Frame tab to locate the HTML button for an AutoFrame.

   The Page HTML dialog box appears.
3. Click the Beginning of Body tab and type **<CENTER>**.
4. Click OK.

Preview the site and resize your browser to test the centered pages.

You can't use NetObjects Fusion to add a <\CENTER> tag at the end of the page's <BODY>, which is considered standard HTML syntax. Although this breach of protocol might be noted by an HTML code-checking program, it doesn't cause problems in your site.

For information on scaling page content, see "Changing Layout Size" on page 7-5.

Indexing Pages for Search Engines

To give your content the best chance of being found and ranked by search engines like AltaVista, you can add META tag descriptions and keywords to your pages' <HEAD> content. Site visitors don't see this information, but search engines require it to index your site.

Note: Search engines index frameset files, so if your site uses frames, be sure to access MasterBorder HTML so your tags are added to the frameset file.

1. In Page view, click in the Layout area of the page you want indexed, or in the MasterBorder or AutoFrame to index a set of pages.
2. Click the HTML button on the General tab of the Properties palette.

   The Page HTML dialog box appears.
3. Click the Between Head Tags tab and enter META tags that describe your content. For example, type:

   <META NAME="DESCRIPTION" CONTENT="*Large selection of valuable, high quality antiques and collectibles for any budget.***">**

   where the content is a one-sentence description containing the most important keywords site visitors might search for. Then type:

   <META NAME="KEYWORDS" CONTENT="*antiques, quality antiques, valuable antiques, low-cost antiques, collectibles, jewelry, furniture, novelties***">**

   where the content lists all important keywords.
4. Click OK.
5. Register your site with search engines.

   You must do this separately with each search engine for it to find your site. Visit AltaVista, Excite, Lycos®, Yahoo®, and so on, for information.

To see the resulting HTML, you must publish the site locally or on your Web server and view the source in your browser. To test the tags you added, publish on your Web server and search for keywords using the various search engines—be patient, as it can take days or weeks for indexers to find your site.

Search engines continually evolve how they use META tags and other content to index and rank pages, and many of them make this information available at their sites. Check there to find out about other techniques.

Auto-Forwarding from a Transition Page

You can create a transition page that appears for a few seconds, for example, to display a product logo, and then forwards site visitors automatically to another page. You do this by inserting a META tag in the page's <HEAD>.

1. In Page view, click in the Layout area of the transition page, and click the HTML button on the Layout Properties palette.

   The Page HTML dialog box appears.

2. Click the Between Head Tags tab and type:

   <META HTTP-EQUIV="REFRESH" CONTENT="*seconds***; URL=***http://server.domain.com/page.htm***">**

   where ***seconds*** is the number of seconds you want the transition page to appear, and ***http://server.domain.com/page.htm*** is the URL of the page you want to link to.

3. Click OK.

Preview the site to test the transition, and view the HTML source in your browser to see your code.

Accessing an Object's HTML

You can add HTML or script to pictures, media, a text box, or any other object, to modify or control that object. You can enclose the object in HTML tags, or add HTML or script inside the object's tag.

You can add code before and after a text box's HTML as described here. For information on inserting code inside the contents of a text box, see "Inserting HTML in a Text Box" on page 22-11.

1. In Page view, select the object you want to add code to, and click the HTML button on the Properties palette.

   You can also click HTML on the Object menu.

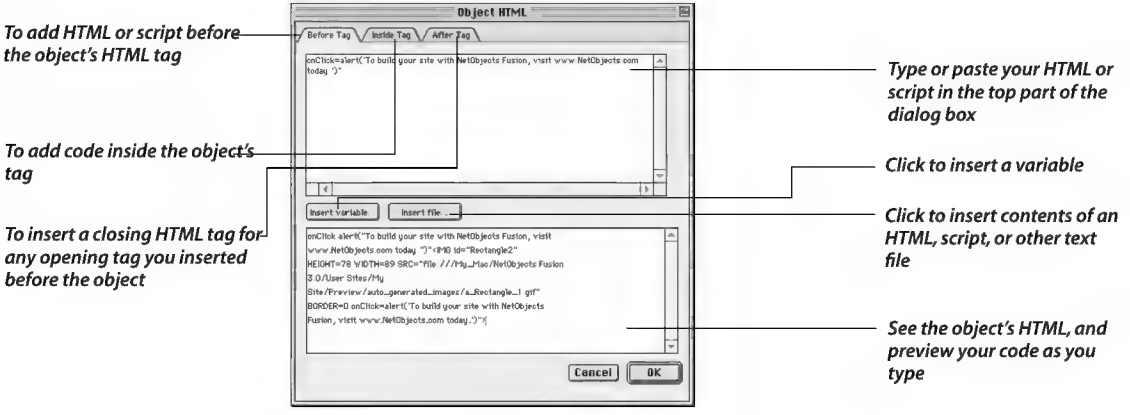
   The Object HTML dialog box appears.

2. Click the tab to indicate where you want to insert HTML or script.

   - **Before Tag**. Adds code just before the object's tag, as in your_code <IMG SRC=>, if the object is a picture.
   - **Inside Tag**. Adds code inside the object's tag, as in <BODY SRC="Image.gif" attribute>, where attribute is your code.
   - **After Tag**. Adds code just after the object's tag; for example, to insert a closing HTML tag for any opening tag inserted before the object.

3. Enter your code in the upper part of the dialog box.

   Your typing appears in blue in the lower part, where you can preview its location in the object's HTML.


To add HTML or script before the object's HTML tag
To add code inside the object's tag
To insert a closing HTML tag for any opening tag you inserted before the object
Object HTML
Before Tag
Inside Tag
After Tag
Insert variable
Insert file...
Cancel
OK
Type or paste your HTML or script in the top part of the dialog box
Click to insert a variable
Click to insert contents of an HTML, script, or other text file
See the object's HTML, and preview your code as you type

   You can click the Insert file button to insert contents of an HTML, script, or other text file. Click the Insert variable button to insert a field. For more information on fields, see "Managing Variables" on page 25-15.

4. Click OK.

HTML icon

Preview the site to test your code, and view the source from your browser to see the resulting HTML.

This symbol in Page view marks an object with HTML or script attached

To edit your code, open the Object HTML dialog box again, click the tab where you entered code, and make your changes.

Examples of Object HTML

Displaying a Message on Mouse Click

You can display a message when site visitors click an image or text link. One way to do this is by creating a Blank link and inserting an onClick JavaScript in the link's opening <A HREF> tag.

1. In Page view, select the image or exact text site visitors are to click, and click the Link button on the Properties palette.

   The Link dialog box appears.

2. Click the Smart Link tab and select a Blank link.

   See "Creating a Smart Link" on page 14-7 for information.

3. Click the Insert HTML button in the Link dialog box.

   The Object HTML dialog box appears.

4. Click the Inside Body Tag tab and type:

   onClick="alert('*your message***')"**

   where ***your message*** is the text of your message.

5. Click OK in the Object HTML dialog box, then click Link in the Link dialog box.

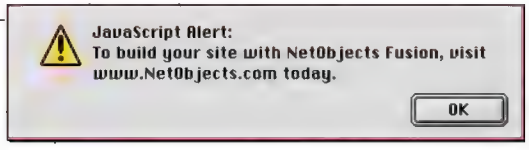
Preview the page and click the image or text to see the message. View the HTML source in your browser to see the resulting HTML.

Another way to add this JavaScript to a picture or text link is to create a custom link. In the Link dialog box, click the External Link tab, choose javascript from the URL pop-up menu, and type the onClick script in the URL field. See "Linking to a New Window" for another example of creating a link this way.

Resulting HTML including your JavaScript

```
<A HREF="javascript:void(0)" onClick="alert('To build your site
with NetObjects Fusion, visit www.NetObjects.com today.')">
```

Message that appears when site visitors click the link



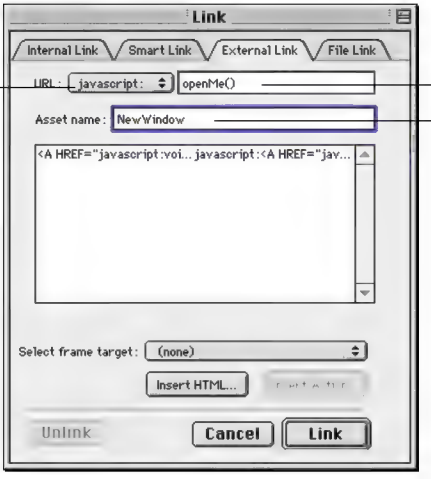
Linking to a New Window

You can have a link open a page in a new browser window rather than in the current window, for example, so site visitors can keep the current page around while exploring a new part of your site. To do this, define a window.open JavaScript in a page's <HEAD>, and call the function from the link using the Link dialog box.

1. In Page view, select the image or exact text to be the link, and click the Link button on the Properties palette.

   The Link dialog box appears.

2. In the Link dialog box, click the External Link tab and create a custom link.



Choose javascript to indicate you're linking, not to another page, but to a JavaScript

Type the name or function call that you'll use in the page's <HEAD> to define the script's function

The name you type here identifies the link in Assets view

URL. Choose javascript from this pop-up menu. In the field, type **openMe()**.

Asset Name. In this field, type **NewWindow**, which identifies the link in Assets view.

3. Click the Link button to close the dialog box.
4. On the same page, click in the Layout area or MasterBorder depending on where the link is, and click the HTML button on the Properties palette.

   The Page HTML dialog box appears.
5. Click the Between Heads tab and type:

   <SCRIPT LANGUAGE="javascript">
   function *openMe()*
   {
   window.open("*http://server.domain.com/filename.htm***",**
   "newwindow")
   }
   </SCRIPT>

   where ***http://server.domain.com/filename.htm*** is the URL of the page you're linking to.

6. Click OK.

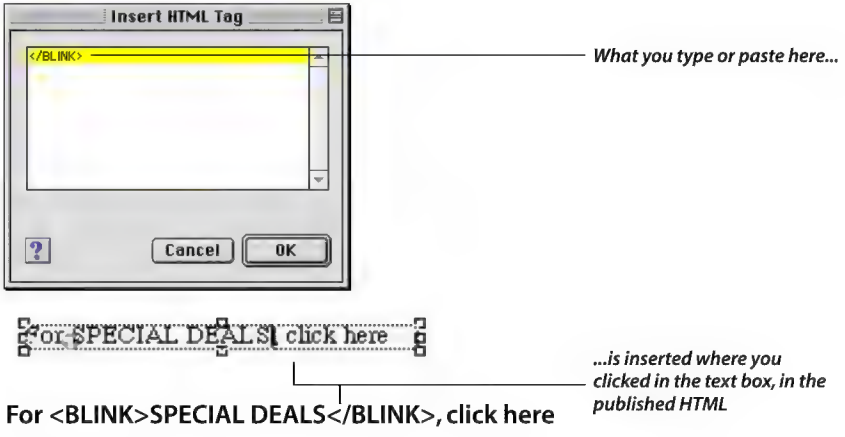
Preview the page to test the link, and view the HTML source in your browser to see the resulting HTML.

Inserting HTML in a Text Box

You can insert HTML or script inside the contents of a text box at the insertion point; for example, to add text attributes or comments to the HTML.

1. In Page view, double-click in the text box to get an insertion point.
2. From the Text menu, select Insert HTML.

   The Insert HTML Tag dialog box appears.
3. Enter your HTML or script.


Insert HTML Tag
</BLINK>
What you type or paste here...
Cancel
OK
For SPECIAL DEALS, click here
...is inserted where you clicked in the text box, in the published HTML
For <BLINK>SPECIAL DEALS</BLINK>, click here

4. Click OK.

HTML Tag icon

Preview the page to test your code, and view the source from your browser to see the resulting HTML.

For SPECIAL DEALS, click here
This symbol in a text box marks inserted code. You can double-click it to reopen the Insert HTML dialog box to view or edit the code.

Coding Your Own Objects

You can create an object, such as a Java applet or a table you want to code yourself, by entering HTML or script in an empty text box.

1. In Page view, draw a text box where you want the object to go.

   The box marks the object's position when you publish, but it can grow vertically or horizontally depending on the object. To approximate the published size in your Layout area, select Size to layout on the object's Properties palette.

2. From the Text menu, select Insert HTML.

   The Insert HTML Tag dialog box appears.

3. Enter the HTML or script.

What you type or paste here is nested in a cell of the HTML table NetObjects Fusion generates

4. Click OK.

Preview the page to test your code, and view the source from your browser to see the resulting HTML. If necessary, go back and adjust the box's position in Page view to get the actual spacing you want.

Creating Custom HTML Framesets and Frames

Chapter 22, "Working with HTML Directly," described how to use NetObjects Fusion's HTML access feature to add custom HTML and scripts to pages and objects. This chapter describes how to use the Page HTML dialog box to create custom HTML frames entirely from scripts.

Understanding the differences between custom HTML frames and AutoFrames can help you choose which to use. It's easier to create frames using AutoFrames, and you can customize them with custom HTML or scripts.

You can also create the frameset page in another HTML editor, such as BBEdit Lite, and then reference the frameset page as an External HTML page. This way, NetObjects Fusion manages the frameset page as an asset, and you can create the frameset's content pages as regular pages in NetObjects Fusion. See Chapter 19, "Referencing and Editing External HTML," for information about referencing external pages.

Although these tools help you create framed pages to meet most of your needs, on some occasions you may want to create custom frames using NetObjects Fusion's HTML access feature. This chapter starts with a brief summary of HTML frames components, and includes information on:

- **Defining a custom frameset**
- **Creating frame content and targeting frame links**
- **Adding content for browsers that don't support frames**

Understanding Frames

Frames are an HTML mechanism you can use to subdivide a page Layout so it displays in the browser window as multiple independent areas. Each frame displays its own content, made up of a separate page or resource that can include links, form objects, regions, or any text, graphic, or media objects.

A special type of page—called a *frameset*—establishes the combination of frames and frame properties that make up the complete Layout. The frameset sets the number of frames, defines their size and placement, and specifies the pages or resources that make up their original or default content.

Within a frameset, each frame has the characteristics of an individual page. Site visitors viewing a frameset can drag frame borders and scroll frame contents to display information. A link in a frame can display new information in any frame within the frameset, or load an entirely different page that replaces the frameset. You can *target* links to specify what happens within each frame when a site visitor clicks linked items.

In addition to the AutoFrames function, NetObjects Fusion provides HTML access capabilities necessary to create frames directly in HTML. If you know the HTML used to create frames, you can create custom frames in NetObjects Fusion just as you create frames in an HTML editor.

This chapter describes how to script a simple frameset. For information on other uses of NetObjects Fusion's HTML access feature, see Chapter 22, "Working with HTML Directly."

Note: You must know HTML frame coding to script frames in NetObjects Fusion. If you need background information, see the resources at **www.newbie.net/frames/**.

The Frame Scripting Process

To script frames in NetObjects Fusion, follow this process:

1. Determine how and where you want to use frames in your site, as described in "Planning Your Use of Frames" on page 23-3.
2. Create a frameset page and define the appearance and function of the frames within it. See "Defining a Frameset" on page 23-4.
3. Add non-frame content for site visitors using older browsers that don't support frames. See "Adding Content for Frameless Browsers" on page 23-10.
4. Create the content pages that will be displayed in the frames. See "Creating Frame Content" on page 23-6.
5. Define links and determine frame targeting. See "Scripting and Targeting Links" on page 23-7.

The rest of this section covers these tasks in more detail.

Planning Your Use of Frames

Begin your frame scripting efforts by planning the appearance and use of frames.

- Determine which pages within your site you want to display in frames. If you want the entire site framed, for example, then you create your frameset on the site's Home page. If you only want certain sections—such as technical publications or references—displayed in frames, then you can create your frameset as the top page of that section, and arrange the content pages as child pages beneath it.
- If you apply frames only to a section of your site, decide how you want site visitors to navigate in and out of the framed section:
  - You can link to the frameset from other pages in the site with the normal methods, using either navigation bars or specific object links.
  - To link from the frameset back to the non-framed parts of the site, you must include a properly targeted link on one or more of the content pages of the frameset. If you don't create an exit link, you might leave your site visitor with no way to navigate out of your frameset.

- Plan in which frame your links will display retrieved results. You might want to define default link targets for certain content pages, and specific target frames for selected links.

Defining a Frameset

1. In Site view, create and name a new page at the location where you want the frameset.
2. Go to the page in Page view and select the Layout.

   The General tab of the Layout Properties palette appears.
3. Click the HTML button.

   The Between Head Tags tab of the Page HTML dialog box appears.
4. In the text field of the tab, enter the HTML code that defines the page as a frameset and defines the size, names, and configuration of the frames it contains.

   For example, the HTML code to create two horizontal frames–one body frame called "main" and one footer frame called "menu"–might look like this:

5. You can include other HTML frame attributes as needed. For example, to set a frame to have zero margins enter this HTML between the frameset tags:

   <frame name="menu" src="../html/menu.html" scrolling="no" marginwidth=0 marginheight=0>
6. Click OK, and your frameset is established.

Frameset Paths and File Names

The src attribute of a <FRAME> tag identifies the URL of the source file that first displays in that frame. This can be a relative path, like the one shown above, or an absolute URL.

If the source file for your frame is an internal page, you must make sure the src attribute exactly matches the file name that NetObjects Fusion assigns when it creates the page. For example, if your source page name has spaces or special characters, NetObjects Fusion converts those special characters and spaces to underscores when it generates the page. When you script your frame to use that page as its source, you must also use an underscore in the source file name so the frame can find the file.

You also have to define the relative path to the source file correctly. NetObjects Fusion determines the relative path to an internal page at the time you are prepared to publish the site. The directory structure you select before you preview or publish your site defines the relative paths between the files.

NetObjects Fusion offers three predefined site structures, and you can also customize the structure yourself. "Customizing Your Directory Structure" on page 26-21 describes these choices in detail.

Relative Path Scenarios

If you use one of NetObjects Fusion's directory structure choices, consider these relative path scenarios when you define your frameset.

For these examples, ***page*.html** stands for any content page, ***section_name*** refers to any site section, and **index.html** represents your Home page. Your own file names may be different.

- If you publish with a Flat directory structure, NetObjects Fusion puts all content files, including the Home page, in the same directory. Relative paths in a flat structure are always expressed as **/*page*.html** or **/index.html.**
- If you publish with By Asset Type directory structure, NetObjects Fusion puts the Home page in the top directory, and all content pages in the **/html** subdirectory

below it. Other types of assets have their own subdirectories. Relative paths in an asset type structure are expressed as follows:

- If the frameset is the Home page for your site, the relative path to your content pages is **./HTML/*page*.html**.
- If the frameset is *not* your Home page, the relative path to your content pages is **./*page*.html**.
- If the frameset is not your Home page, but you want to use the Home page as a source file for one of your frames, the relative path to the Home page is **../index.html**.

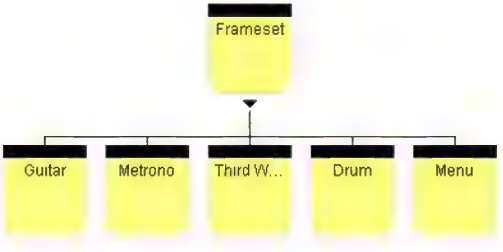
- If you publish with By Site Section directory structure, NetObjects Fusion puts the Home page in the top directory, creates a subdirectory named for each major section of the site, and puts the content pages into subdirectories for each section. Relative paths in a site section structure can be expressed as follows:
  - If the frameset is the Home page for your site, the relative path to your content pages is **../*section_name*/page.html**.
  - If the frameset is in the same section as its content pages, the relative path to the content pages is **./*page*.html**.
  - If the frameset is in a different section than its content pages, the relative path to the content pages is **../*section_name*/*page*.html**.
  - If the frameset is not your Home page, but you want to use the Home page as a source file for one of your frames, the relative path to the Home page is **../index.html**.

Creating Frame Content

After you define your frameset, you add or refine the content pages or resources for each frame. You can use all NetObjects Fusion tools that you would normally use for page and content development, but consider these issues:

- The frames created by your frameset constrain the size of your content pages. For example, if you set frames to be unscrollable and then create a content page that's too big for the frame, your site visitor won't be able to see the entire page. Keep track of your frame dimensions and reset your Layout size to match.

- Arrange the hierarchy of your site to support your framed content. For example, if you want the frameset to be the sole access point for the pages in the frames, organize the content pages as children of your frameset page.



  This simplifies managing NetObjects Fusion's automatic navigation links.

- Links within scripted frames have special targeting requirements, which are discussed in the next section.

Scripting and Targeting Links

Targeting is the technique of specifying which frame a link is supposed to use to display its retrieved content. When a site visitor clicks a link within a scripted frame, the retrieved content can appear in one of three targeted locations:

- The frame that contains the link itself. This is the default browser behavior, but it's not usually the targeting behavior that you want.
- A default target frame that you define for a particular frame content page. If you set a default target for the page in **left_frame**, for example, all links on that page retrieve their content into the target frame, unless you define a different, specific target for individual links.
- A specific target defined only for that link. This target can be:
  - Any other frame in the current frameset.
  - A full browser window with no frames. This replaces the frameset with the retrieved content displayed in the full browser window.
  - A new, additional browser window, also known as a browser instance. This leaves the original browser window open and the original frameset intact.

Note: If you do not specify any default or specific targets, links within your frames follow the default browser behavior: the retrieved content displays in the same frame as the link, overwriting the page containing the original link.

Scripting a Default Target Frame

You can set the default target frame for any content page, whether it's the original content for that frame (the page entered as the value of src in the <FRAME> tag) or simply another content page. If, for example, you create a frame intended to provide site navigation, then you set its default target to be the body or main frame, so all links display their content in the proper frame.

To script a default target frame:

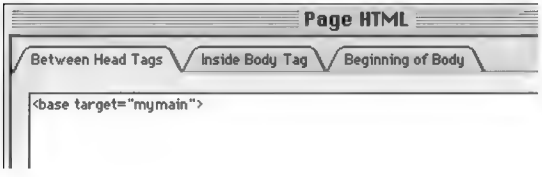
1. In Page view, open the content page to be targeted.
2. Click the Layout.

   The General tab of the Layout Properties palette appears.
3. Click the HTML button.

   The Between Head Tags tab of the Page HTML dialog box appears.
4. In the text field on that tab, enter:

   <base target="*framename*">

   using the actual name of your target frame. For example, you might use the following HTML for the source file for a navigation frame:



5. Click OK.
6. Add or select several objects in the Layout of this page and link them to appropriate pages or resources.

7. Preview or publish your site and view the frameset page. Then test the default links. All retrieved resources should be displayed in the targeted frame.

Scripting Targeted Links

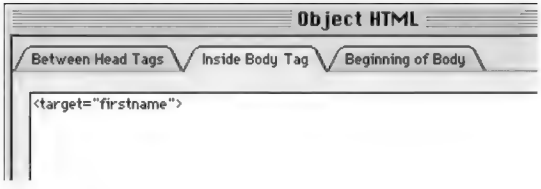
You can also define a specific target frame for each individual link. As noted previously, these targets can be another frame in the current frameset, a full browser window with no frames, or an additional browser instance.

1. In Page view, select an object or text to link.
2. In the Properties palette for that object, click Link.

   The Link dialog box appears.
3. Select the tab for the type of link you want and select the page, resource, or anchor you are linking to.
4. Click the Insert HTML button to display the Object HTML dialog box.
5. Select the Inside Body Tag tab and enter the following HTML:

   < target="*framename*">

   using the actual name of your target frame. For example, you might use the following HTML for a link to a secondary menu page.



6. Click OK and the Link dialog box appears. Click Link to complete the link.

Adding Content for Frameless Browsers

Some site visitors may have browsers that don't support frames, so you should include unframed content to give them some information when they access your site. Site visitors using browsers that do support frames do not see this content.

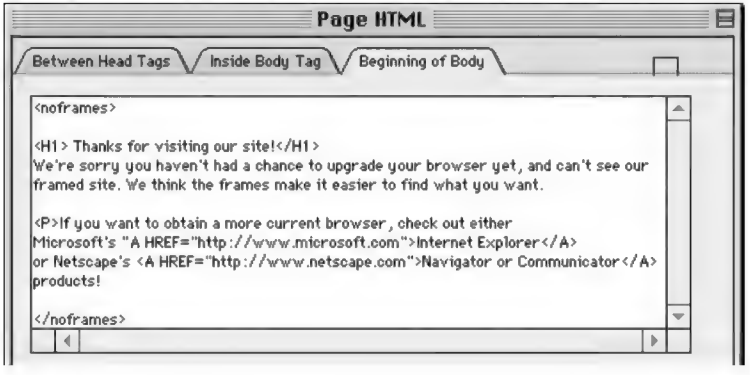
To define this alternate content for frameless browsers, you can use the HTML <NOFRAMES></NOFRAMES> tag to add text, pictures, and links to the frameset that you created by modifying the layout HTML and the contents of your frameset page:

1. In Page view, open the frameset page.
2. Click the Layout.

   The General tab of the Layout Properties palette appears.
3. Click the HTML button to display the Between Head Tags tab of the Page HTML dialog box.
4. Select the Beginning of Body tab. In the text field of this tab, enter:

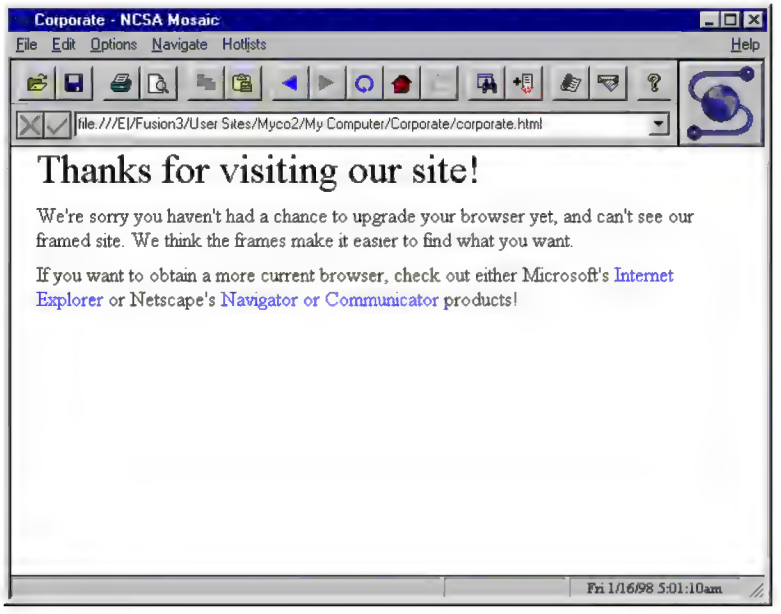
   <noframes>
   ...your message to frameless site visitors, using any valid HTML tagging
   </noframes>

   For example, your message might look like the figure below.



5. Click OK to close the dialog box.

A site visitor with a browser that supports frames sees the framed site as you designed it. A site visitor with an older, frameless browser sees the <NOFRAMES> message, such as in the example.


Corporate - NCSA Mosaic
File Edit Options Navigate Hotlists Help
file:///E|/Fusion3/User Sites/Myco2/My Computer/Corporate/corporate.html
Thanks for visiting our site!
We're sorry you haven't had a chance to upgrade your browser yet, and can't see our framed site. We think the frames make it easier to find what you want.
If you want to obtain a more current browser, check out either Microsoft's Internet Explorer or Netscape's Navigator or Communicator products!
Fri 1/16/98 5:01:10am

Working with AutoFrames

When you use AutoFrames, you use the MasterBorder to create an HTML frameset—a multi-paned page that lets you deliver multiple content pages in one browser window. When you preview or publish the site, NetObjects Fusion converts all pages that use that framed MasterBorder into content pages for the frameset. The process of using AutoFrames to create a frameset is described in "Using AutoFrames" on page 6-9.

This chapter expands your use of AutoFrames to exercise greater control over framed pages. It explains how NetObjects Fusion generates HTML pages that contain AutoFrames, and describes how to add HTML or scripts to individual frames or the main frameset, so you can customize AutoFrame pages.

For example, you can:

- *Target* links in your AutoFrames to specify where they display results.
- Include content within the <NOFRAMES> HTML tag, so site visitors using *frameless* browsers—older browser versions that don't support frames—see some content or message.
- Add META tags and information to any frameset or frame content pages.

The combination of AutoFrames and custom scripting will probably meet your needs for frame-based pages. To create your frames completely from scratch, see "Creating Custom HTML Framesets and Frames" on page 23-1.

The chapter includes:

- **Targeting links in AutoFrames**
- **Including content for frameless browsers**
- **Scripting other custom HTML for AutoFrames**
- **Browser refresh factors for AutoFrame pages**

Targeting Links in AutoFrames

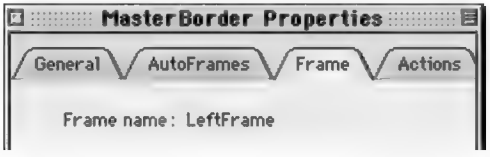
Before you customize AutoFrames, you should understand these basics about HTML frame targeting:

- HTML frames divide the browser window into multiple areas. When a site visitor clicks a link that's placed within a frame—including the main or body frame—the browser has to know where to display the results.
- The frame that displays the retrieved content is considered the *target* of the link; when you specify which frame is to display the results of a link, you are *targeting* that frame.
- In HTML, you can set a default target for a frame that targets all its links to a specific frame, or you can define targets for individual links. You can also do both; an individual link target overrides any default target set for that page.

When NetObjects Fusion generates AutoFrame pages, it inserts a <base target="_parent"> statement into the HTML of each frame. This defines the frameset as the default target for any links within each frame. You can override this default by defining an individual link to target a specific frame.

You cannot reset the default target in AutoFrames, however; if your page design requires that you set a specific default target, you have to script the frames yourself. See "Scripting a Default Target Frame" on page 23-8 for information.

When NetObjects Fusion generates the AutoFrames, it names the frames Left, Right, Header, Footer, and Body. The read-only Frame name field on the Frame tab of the MasterBorder Properties palette displays the name of the currently selected frame.



If the framed MasterBorder contains a dynamic element such as a banner, highlighted navigation buttons, or a smart link, NetObjects Fusion names the source page for that frame one of the following:

- **Left_*PageName*.htm**
- **Right_*PageName*.htm**
- **Bottom_*PageName*.htm**
- **Top_*PageName*.htm**

where ***PageName*** is the name of the page that forms the frameset.

The dynamic element, by definition, changes from page to page, so NetObjects Fusion has to create separate pages for each MasterBorder.

If the MasterBorder does not contain any dynamic elements, NetObjects Fusion names the source page for that frame one of the following:

- **Left_*MasterBorderName*.htm**
- **Right_*MasterBorderName*.htm**
- **Bottom_*MasterBorderName*.htm**
- **Top_*MasterBorderName*.htm**

This source page is then used by all the frameset pages that share that MasterBorder.

Targeting Specific Links

When you add a link to an object located in an AutoFrame frameset, you can target the retrieved results to display in one of three places:

- In a different frame on the same page within the same frameset. Use this to target content to display in any frame other than the body frame.
- In the full browser window with no frames. This removes the current frameset and displays the retrieved content in the full browser window.
- In a new, additional browser window opened just for that purpose. This window is also known as a *new browser instance*. This leaves the original browser window open and the original frameset intact.

When you create AutoFrames, you must also consider whether the browser refreshes all or part of the entire frameset when a site visitor clicks a link. Although this is not a linking issue, it has an impact on visitors to your site. For more information, see "AutoFrames and Browser Refresh" on page 24-10.

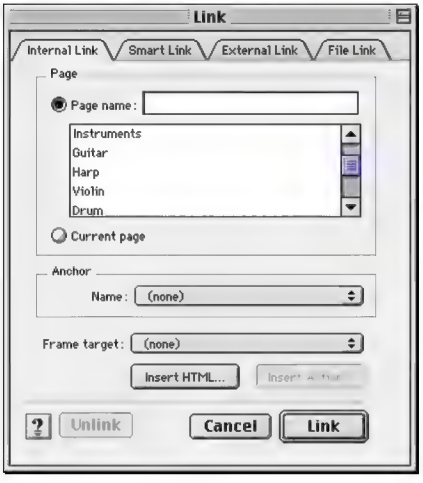
Targeting a Link to Internal Pages

1. In Page view, select the object or text that you want to link.

   The object's Properties palette appears.

2. Click the Link button.

   The Internal Link tab of the Link dialog box appears.



3. If you're linking to an internal page, select the page to be linked from the Page name list. To target a specific anchor on that page, select it from the Select Anchor pop-up menu.

   If you're linking to an anchor location on the current page, select Current page and choose an anchor from the Name pop-up menu.

4. Choose the target frame in which you want to display the linked information from the Frame target pop-up menu.

5. Click Link to close the dialog box and create the link.

6. Preview or publish locally and test your targeted links.

See Chapter 22, "Working with HTML Directly," for information on scripting techniques and requirements.

Targeting a Smart Link to Internal Pages

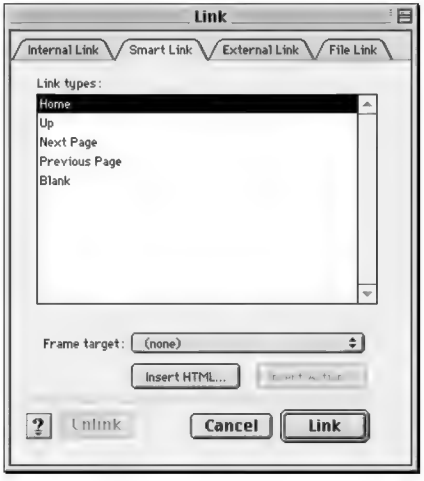
1. In Page view, select the object or text that you want to link.

   The object's Properties palette appears.

2. Click the Link button.

   The Internal Link tab of the Link dialog box is displayed.

3. Select the Smart Link tab.



4. Select the Smart Link you want from the Link Types list.
5. Select the targeted AutoFrame from the Frame target pop-up menu.
6. Click Link to close the dialog box and create the link.
7. Preview or publish locally and test your targeted links.

Targeting a Link to External Pages

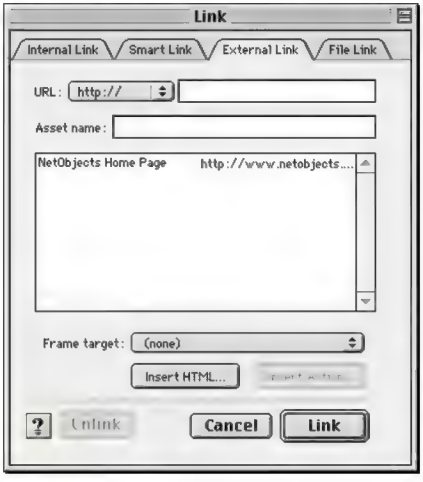
1. In Page view, select the object or text that you want to link.

   The object's Properties palette appears.

2. Click the Link button.

The Internal Link tab of the Link dialog box appears.

3. Select the External Link tab.



4. If you are linking to a new external resource:

   a. Select the correct protocol for this resource from the URL pop-up menu. **http://** is the default for HTML pages.

   b. Enter the complete URL for the linked resource in the second URL field.

   c. Enter a name for the external resource in the Asset name field.

   If you are linking to an existing external resource, select its name from the list of link assets.

5. Select the targeted AutoFrame from the Frame target pop-up menu.

6. Click Link to close the dialog box and create the link.

7. Preview or publish locally and test your targeted links.

Targeting a File Link

1. In Page view, select the object or text that you want to link.

   The object's Properties palette appears.

2. Click the Link button.

The Internal Link tab of the Link dialog box appears.

3. Select the File Link tab.

4. If you are linking to a new file resource:

   a. Click Select to open the File Open dialog box and find the resource.

   b. Optionally type a name for the external file in the Asset name field.

   If you are linking to an existing file resource, select its name from the list of file assets.

5. Select the targeted AutoFrame from the Frame target pop-up menu.

6. Click Link to close the dialog box and create the link.

7. Preview or publish locally and test your targeted links.

Targeting the Full Browser Window

To display the retrieved resource in the full browser window—regardless of the type of link you use—you can script the necessary targeting HTML yourself.

1. In Page view, select the object or text that you want to link.

   The object's Properties palette appears.

2. Click the Link button.

   NetObjects Fusion displays the Internal Link tab of the Link dialog box.

3. Select the tab for the type of link you want—Internal, Smart Link, External, or File.

4. Select or enter the page or resource that you are linking to the selected object.

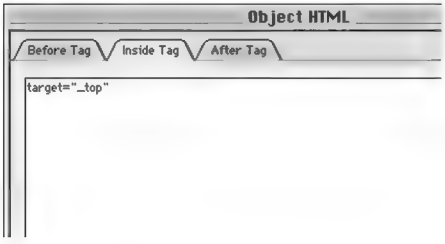
5. Make sure the Frame target pop-up menu is set to (none).

6. Click the Insert HTML button.

   The Before Head tab of the Object HTML dialog box appears.

7. Select the Inside Tag tab. In the text field, enter:

   target="_top"

   This inserts your target statement inside the link tag that NetObjects Fusion creates for your object. The value "_top" is an HTML default that displays the retrieved resource in the full browser window.

8. Click OK to close the Object HTML dialog box.

9. Click Link to create the targeted link.

10. Preview or publish locally and test your targeted links.

    See Chapter 22, "Working with HTML Directly," for information on scripting techniques and requirements.

Targeting a New Browser Window

To display a linked resource in a new browser window, you can script the necessary targeting HTML.

1. In Page view, select the object or text that you want to link.

   The object's Properties palette appears.

2. Click the Link button.

   The Internal Link tab of the Link dialog box appears.

3. Select the tab for the type of link you want—Internal, Smart Link, External, or File.

4. Select or enter the page or resource that you are linking to your selected object.

5. Make sure Frame target is set to (none).

6. Click the Insert HTML button.

   The Before Tag tab of the Object HTML dialog box appears.

7. Select the Inside Tag tab. In the text field, enter:

   target="_blank"

   This inserts your target statement inside the link tag that NetObjects Fusion creates for your object. The value "_blank" is an HTML default that displays the retrieved resource in a new browser window.

8. Click OK to close the Object HTML dialog box.

9. Click Link to create the targeted link.

10. Preview or publish locally and test your targeted links.

See Chapter 22, "Working with HTML Directly," for information on scripting techniques and requirements.

AutoFrames and Browser Refresh

When a site visitor clicks an untargeted link in a frame that you created with AutoFrames, the browser either refreshes the content of the body frame only, or it refreshes the entire page. Although this doesn't affect the appearance of the page, for performance reasons you don't want the browser to refresh the entire page unnecessarily.

The HTML code that NetObjects Fusion generates for your AutoFrame pages controls this according to the factors listed below. In all cases this is based on untargeted links—links that depend on the default target of the frame. Use this information to plan your use of AutoFrames:

- The browser refreshes the entire window if any one of the framed MasterBorders contains a dynamic object, such as a banner, highlighted navigation buttons, or a smart link. The dynamic object, by definition, changes from page to page, so the browser has to load the new page.
- The browser exits the frameset and displays the retrieved resource in the full browser window if the link retrieves a page with a different MasterBorder, or an external HTML page.

If neither of these conditions exist, the browser refreshes the body frame only.

Adding Content for Frameless Browsers

Some site visitors might have browsers that don't support frames, so you should include unframed content. Site visitors using browsers that support frames do not see this content.

To define alternate content for frameless browsers, you can use the HTML <NOFRAMES></NOFRAMES> tag to add text, pictures, and links to the frameset that you created with AutoFrames.

1. In Page view, click a border of the frameset page.

   The General tab of the MasterBorder Properties palette appears.

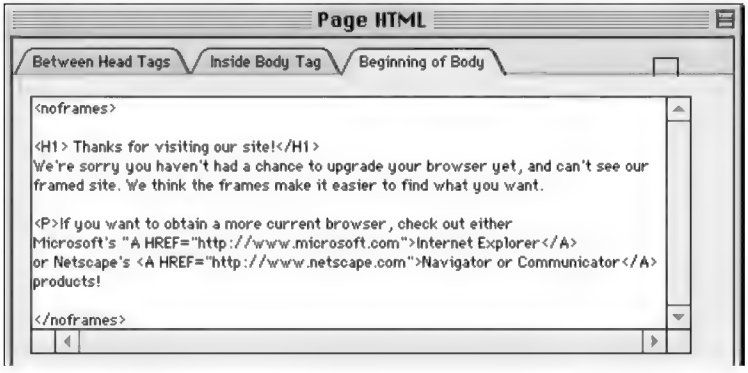
2. Click the HTML button.

   The Between Head Tags tab of the Page HTML dialog box appears.

3. Select the Beginning of Body tab. In the text field of this tab, enter:

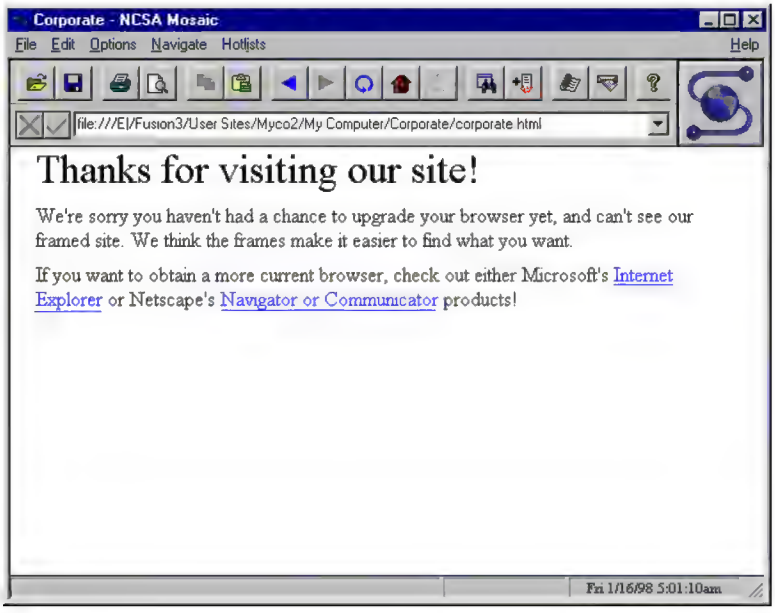
   <noframes>
   ...your message to frameless site visitors, using any valid HTML tagging
   </noframes>

   For example, your message might look like the figure below.



4. Click OK to close the dialog box.

A site visitor with a browser that supports frames sees the framed site as you designed it. A site visitor with an older, frameless browser sees the <NOFRAMES> message.


Corporate - NCSA Mosaic
File Edit Options Navigate Hotlists Help
file:///E|/Fusion3/User Sites/Myco2/My Computer/Corporate/corporate.html
Thanks for visiting our site!
We're sorry you haven't had a chance to upgrade your browser yet, and can't see our framed site. We think the frames make it easier to find what you want.
If you want to obtain a more current browser, check out either Microsoft's Internet Explorer or Netscape's Navigator or Communicator products!
Fri 1/16/98 5:01:10am

Adding Other Scripts to AutoFrames

You can use the Page HTML dialog box to add custom HTML or scripts to any frame in the frameset, or to the frameset itself.

1. In Page view, click a border of the frameset page.

   The General tab of the MasterBorder Properties palette appears.

2. Click the HTML button.

   The Between Head Tags tab of the Page HTML dialog box appears.

3. Select the tab that places your HTML or scripting in the proper location. In the text field of this tab, enter the HTML or script for the current frame.

4. Click OK to close the dialog box.

To add HTML or scripts to an individual frame:

5. In Page view, click the frame to which you want to add HTML or script.

   The General tab of the MasterBorder Properties palette appears.

6. Select the Frame tab and click the HTML button.

   The Between Head Tags tab of the Page HTML dialog box appears.

7. Select the tab that places your HTML or scripting in the proper location. In the text field of this tab, enter the HTML or script for the current frame.

8. Click OK to close the dialog box.

For example, you may want to help search engines categorize your site by adding a set of keywords to the frameset using the META HTML tag. See "Indexing Pages for Search Engines" on page 22-4 for an example of META tag scripting.

Managing Assets

Assets include files, links, data objects, and variables that you reference in your site. Assets can be given names and globally managed across all pages that reference these assets. Assets view gives you one central place not only to replace an asset but to manage all aspects of your assets.

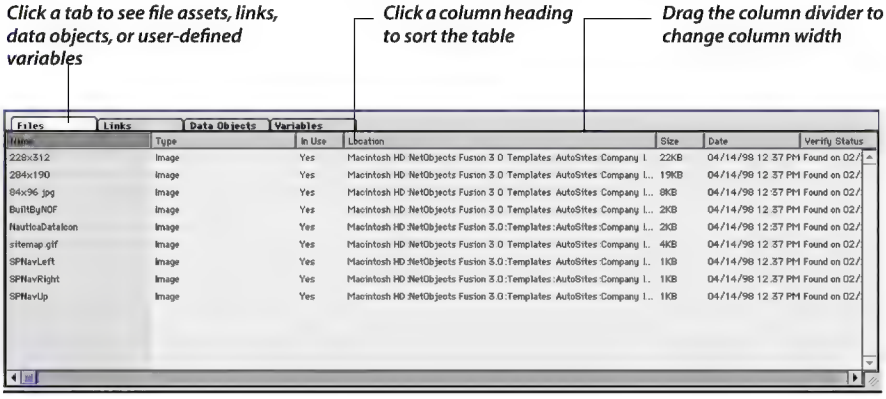
In Assets view, you can edit asset names, navigate to the pages on which these assets appear, delete all unused assets, and verify the location of assets that are in use. Because NetObjects Fusion uses aliases to files and external links, you can globally replace an item that appears on several pages by replacing it once in Assets view. For example, if you insert a variable in text boxes on different pages, you can edit the value of the variable in Assets view, and NetObjects Fusion updates all instances of the variable throughout your site automatically.

This chapter describes the features of Assets view, including:

- **Using assets and asset names**
- **Managing files**
- **Managing links**
- **Managing data objects**
- **Managing variables**

Working in Assets View

When you switch to Assets view, choose which kind of asset to view by clicking one of the four tabs below the control bar or choosing an asset type from the Go menu.


Click a tab to see file assets, links, data objects, or user-defined variables
Click a column heading to sort the table
Drag the column divider to change column width
Files
Links
Data Objects
Variables
Name
Type
In Use
Location
Size
Date
Verify Status
228x312 Image Yes Macintosh HD:NetObjects Fusion 3.0 Templates:AutoSites:Company I... 22KB 04/14/98 12:37 PM Found on 02/
284x190 Image Yes Macintosh HD:NetObjects Fusion 3.0 Templates:AutoSites:Company I... 19KB 04/14/98 12:37 PM Found on 02/
84x96.jpg Image Yes Macintosh HD:NetObjects Fusion 3.0 Templates:AutoSites:Company I... 8KB 04/14/98 12:37 PM Found on 02/
BuiltByNOF Image Yes Macintosh HD:NetObjects Fusion 3.0 Templates:AutoSites:Company I... 2KB 04/14/98 12:37 PM Found on 02/
NauticaDataIcon Image Yes Macintosh HD:NetObjects Fusion 3.0:Templates:AutoSites:Company I... 2KB 04/14/98 12:37 PM Found on 02/
sitemap.gif Image Yes Macintosh HD:NetObjects Fusion 3.0 Templates:AutoSites:Company I... 4KB 04/14/98 12:37 PM Found on 02/
SPNavLeft Image Yes Macintosh HD:NetObjects Fusion 3.0:Templates:AutoSites:Company I... 1KB 04/14/98 12:37 PM Found on 02/
SPNavRight Image Yes Macintosh HD:NetObjects Fusion 3.0:Templates:AutoSites:Company I... 1KB 04/14/98 12:37 PM Found on 02/
SPNavUp Image Yes Macintosh HD:NetObjects Fusion 3.0:Templates:AutoSites:Company I... 1KB 04/14/98 12:37 PM Found on 02/

Depending on the selected asset type, Assets view lists the following columns:

Files	Links	Data Objects	Variables
Name	Name	Name	Name
Type	Link To		Contents
In Use	Type		
Location	Target		
Size	Verify Status		
Date			
Verify Status			

Using Assets and Asset Names

Using assets makes it easy to globally replace its contents on your site. For example, if you use a company logo on many site pages and the logo changes, you can edit the file asset for the logo, and NetObjects Fusion automatically changes the image on all the pages.

Using assets also saves space on the server. NetObjects Fusion only uploads one copy of the asset. If you create a new asset each time you place the same image, NetObjects Fusion uploads a separate copy of the image each time.

You can also customize asset names to make managing them easier. The default name for an asset is its original filename, such as **Border.jpg** or **Map.gif**, but the name can be more descriptive. For example, if you have an image file of an arrow that indicates the next page in the site, the default file name would be Arrow. You edit the asset name and change it to "Next Page" and then place it on several pages. If you later decide to change the image to a pointing finger, you need only edit the file asset so Next Page uses the new file. NetObjects Fusion automatically changes the image on all the pages that include the Next Page image asset.

Managing File Assets

When you click the Files tab, a list of the files associated with your site appears, including external files and those generated by NetObjects Fusion.

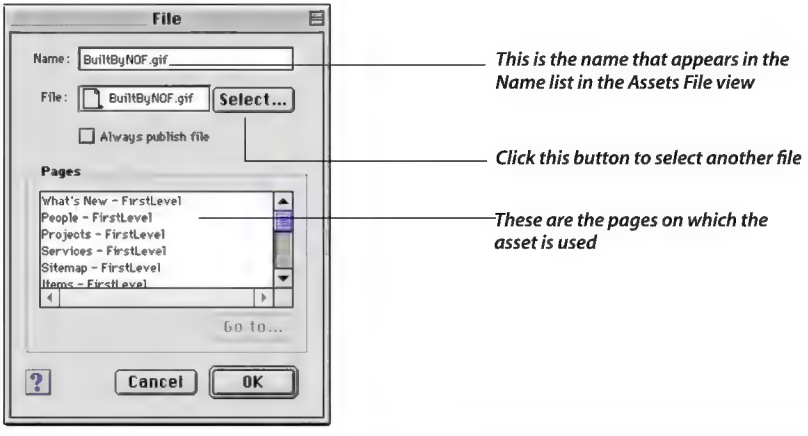
File types include:

- Images
- Audio
- Video
- Applets/Plug-ins
- Java scripts
- HTML

In Assets view, you can do the following:

- Add new assets and edit the names of assets.
- Go directly to the page containing a selected asset.
- Replace assets.
- Delete selected assets.
- Delete all unused assets in a single action.
- Verify the locations of assets in your site.
- Open an asset file for editing in the application that created it.

The File dialog box displays an asset's name, location, and the pages on which it is used. To display the File dialog box, double-click the asset's name in the Assets Files view.

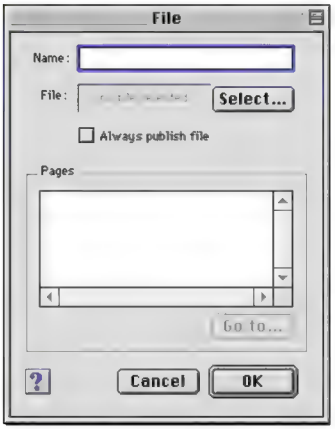


Note: Image files that you place on stacked pages to populate an internal data object are not listed in Assets view. You can manage such files directly on the stacked pages. For information about data objects and stacked pages, see Chapter 20, "Data Publishing."

Adding File Assets

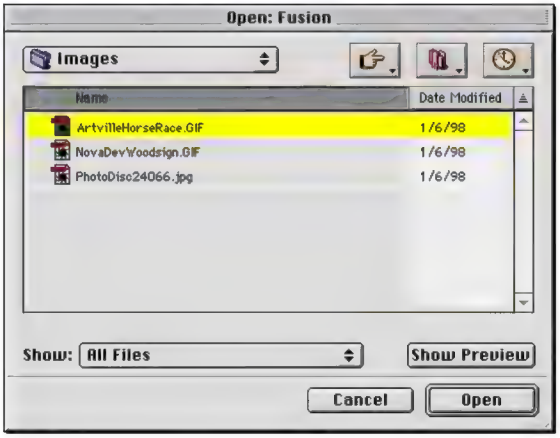
1. In Assets view from the Assets menu, choose New File Asset, or click New on the control bar.

   The File dialog box appears.



2. In the Name field of the File dialog box, type the name for this asset.
3. In the File field, click Select.

   The File Open dialog box appears.



4. To open a new file, locate the file and click Open.

Click the Choose Asset button to select from all the available asset types. The types of assets available are images, movies, QuickTime movies, sounds, plug-ins, Java **.class** files, and Shockwave files. When you add an asset in this manner, it is available for use in your site, but the asset is not yet actually in use.

5. To force publication of the file, even if it is not in use, you can select Always publish file. For example, if you have an externally referenced Java Script library that isn't an asset in the site, you can publish it using this option.
6. Click OK.

When you add an asset in this manner, it is available for use in your site, but it is not yet actually in use. For information about placing image assets, see "Editing a Picture" on page 10-14.

Note: You can also drag and drop assets in Assets view to add file assets.

Editing Asset Names and Locations

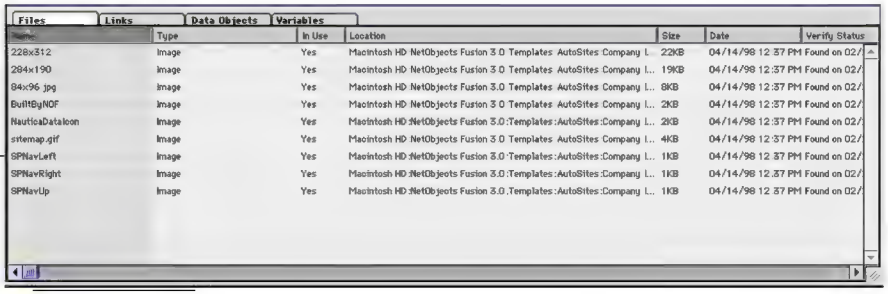
You can edit an asset name if the filename is not meaningful or the asset has changed. The filename **Prodcat** might not be as clear as the asset name Product Catalog to others working on your site.

To edit an asset's name:

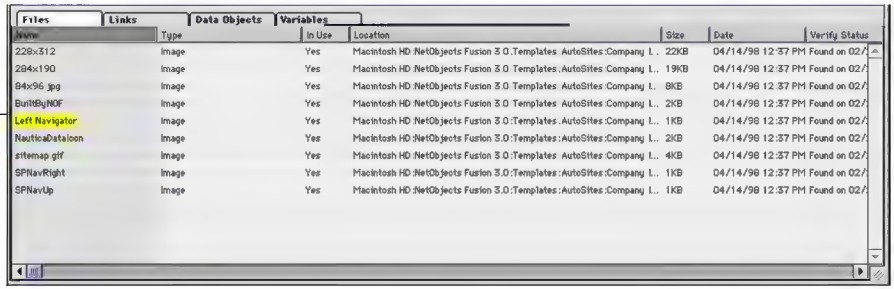
1. In Assets Files view, double-click the asset's name.

   The File dialog box appears.
2. Select the old name in the Name field, type a new name, and click OK.

You can edit this name in the Assets view and make it clearer

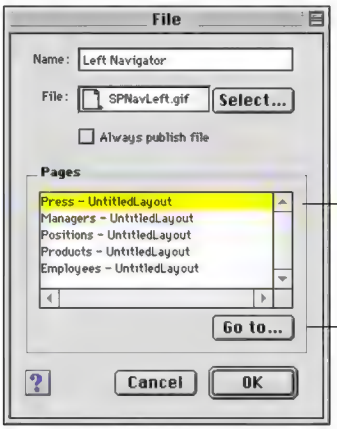

Files
Links
Data Objects
Variables
Name
Type
In Use
Location
Size
Date
Verify Status
228x312 Image Yes Macintosh HD:NetObjects Fusion 3.0 Templates:AutoSites:Company I... 22KB 04/14/98 12:37 PM Found on 02/
284x190 Image Yes Macintosh HD:NetObjects Fusion 3.0 Templates:AutoSites:Company I... 19KB 04/14/98 12:37 PM Found on 02/
84x96.jpg Image Yes Macintosh HD:NetObjects Fusion 3.0 Templates:AutoSites:Company I... 8KB 04/14/98 12:37 PM Found on 02/
BuiltByNOF Image Yes Macintosh HD:NetObjects Fusion 3.0 Templates:AutoSites:Company I... 2KB 04/14/98 12:37 PM Found on 02/
NauticaDataIcon Image Yes Macintosh HD:NetObjects Fusion 3.0:Templates:AutoSites:Company I... 2KB 04/14/98 12:37 PM Found on 02/
sitemap.gif Image Yes Macintosh HD:NetObjects Fusion 3.0:Templates:AutoSites:Company I... 4KB 04/14/98 12:37 PM Found on 02/
SPNavLeft Image Yes Macintosh HD:NetObjects Fusion 3.0:Templates:AutoSites:Company I... 1KB 04/14/98 12:37 PM Found on 02/
SPNavRight Image Yes Macintosh HD:NetObjects Fusion 3.0:Templates:AutoSites:Company I... 1KB 04/14/98 12:37 PM Found on 02/
SPNavUp Image Yes Macintosh HD:NetObjects Fusion 3.0:Templates:AutoSites:Company I... 1KB 04/14/98 12:37 PM Found on 02/

The asset name was edited, and the new name appears here


Files
Links
Data Objects
Variables
Name
Type
In Use
Location
Size
Date
Verify Status
228x312 Image Yes Macintosh HD:NetObjects Fusion 3.0 Templates:AutoSites:Company I... 22KB 04/14/98 12:37 PM Found on 02/
284x190 Image Yes Macintosh HD:NetObjects Fusion 3.0 Templates:AutoSites:Company I... 19KB 04/14/98 12:37 PM Found on 02/
84x96.jpg Image Yes Macintosh HD:NetObjects Fusion 3.0 Templates:AutoSites:Company I... 8KB 04/14/98 12:37 PM Found on 02/
BuiltByNOF Image Yes Macintosh HD:NetObjects Fusion 3.0 Templates:AutoSites:Company I... 2KB 04/14/98 12:37 PM Found on 02/
Left Navigator Image Yes Macintosh HD:NetObjects Fusion 3.0:Templates:AutoSites:Company I... 1KB 04/14/98 12:37 PM Found on 02/
NauticaDataIcon Image Yes Macintosh HD:NetObjects Fusion 3.0:Templates:AutoSites:Company I... 2KB 04/14/98 12:37 PM Found on 02/
sitemap.gif Image Yes Macintosh HD:NetObjects Fusion 3.0:Templates:AutoSites:Company I... 4KB 04/14/98 12:37 PM Found on 02/
SPNavRight Image Yes Macintosh HD:NetObjects Fusion 3.0:Templates:AutoSites:Company I... 1KB 04/14/98 12:37 PM Found on 02/
SPNavUp Image Yes Macintosh HD:NetObjects Fusion 3.0:Templates:AutoSites:Company I... 1KB 04/14/98 12:37 PM Found on 02/

Displaying Pages Containing File Assets

1. In Assets view, double-click a file asset to open the File dialog box.
2. Select the page you want to see from the list of pages.



Select the page here that you want to display

Click the Go to button to display the page

3. Click the Go to button.

   The page you selected appears in Page view.

Replacing File Assets

You can change all occurrences of one asset file to another file.

To replace an asset throughout the site:

1. In Assets Files view, double-click the name of the asset you want to replace.

   The File dialog box appears.

2. Change the name of the asset if you want.
3. Click Select.

   The File Open dialog box appears.

4. Select a file and click Open.
5. Click OK in the File dialog box to change all occurrences of this asset.

> **Note:** If the asset is an image and the replacement image is not the same size as the original, you must go through the site and resize the bounding boxes for the new images accordingly. You can use the list of pages and Go to button in the File dialog box to navigate to the appropriate pages.

Deleting File Assets Not in Use

To delete a file asset that is *not* in use:

1. In Assets Files view, select the file you want to delete, and choose Delete File Asset from the Edit menu.
2. Click Yes to confirm the deletion.

If the asset is in use, you must first delete all occurrences of the file throughout the site.

Deleting Files Assets in Use

To delete a file asset that is in use:

1. In Asset Files view, double-click the asset you want to delete.
2. In the File dialog box, select a page containing the asset and click Go to.

   NetObjects Fusion switches to Page view, displaying the page that contains the asset you want to delete.
3. In Page view, select the asset and choose Delete Object from the Edit menu.
4. Repeat steps 1-3 until the object is deleted from all pages.
5. Return to Assets view and select the file you want to delete.
6. Choose Delete File Asset from the Edit menu.
7. Click Yes to confirm the deletion.

Note: You cannot undo this operation. You must use the New File Asset command to recreate the file asset.

Deleting All Unused File Assets

If an asset is no longer being used on your site, the asset's In Use indicator is not Yes. You can delete all of the assets not being used all at one time.

1. In Assets Files view, from the Assets menu, choose Delete All Unused File Assets.
2. Click Yes to confirm the deletion.

   NetObjects Fusion removes all file assets for which the In Use indicator is not Yes.

   Note: You cannot undo this operation. You must use the New File Asset command to recreate file assets.

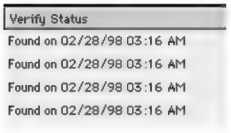
Verifying File Assets

To determine whether all file assets are in their expected folders:

1. In Assets Files view, from the Assets menu, choose Verify All File Assets.

   NetObjects Fusion verifies and reports the path status of all files. When all the files are found, a message tells you when the verification is complete. Click OK.

   - When a file's location is correct, NetObjects Fusion lists the date and time found in the Verify Status column.



   - When a file's location is incorrect or the file or folder cannot be found, NetObjects Fusion displays this dialog box. If the folder cannot be found, the dialog box is slightly different.

2. Locate any lost files or folders.

   - To locate a lost file or folder, click Select.

   - To skip the lost item and continue verification, click Skip. NetObjects Fusion gives this file Not Found status and goes on to verify subsequent files or folders.

   - To stop the verification process, click Cancel. The verification status of the current file and subsequent files is not updated.

3. When verification is complete, click OK in the confirmation dialog box.

Opening File Assets

You can open a file asset in the application with which it is associated. For example, you can open a **.gif** or **.jpeg** file in your paint program directly from NetObjects Fusion. If MacOS Easy Open is removed or turned off in the Control Panel, this feature might not work.

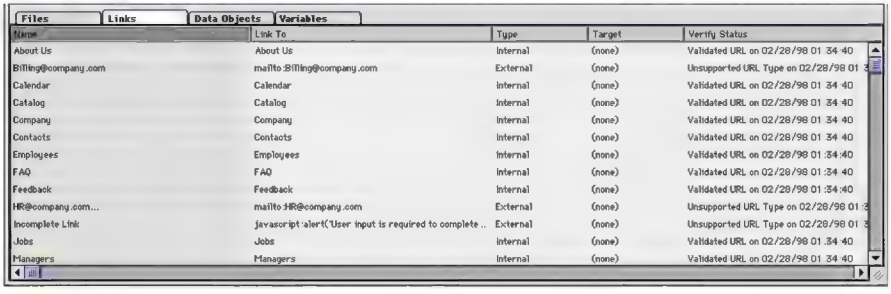
To open a file asset:

1. In Assets Files view, select the asset.
2. From the Assets menu, choose Open Asset.

For information on file types and applications, see "Editing Objects and Assets" on page 1-19.

Managing Links

When you click the Links tab, a list of all the links used in your site appears, including external links, user-defined internal links, and smart (structural) links.



For information on links, see Chapter 14, "Creating Links and Anchors."

Links between entries in a data list and their associated stacked pages do not appear in Assets view. You can manage such links directly on the data list pages. For complete information about data lists, see "Creating a Data List for an External Data Object" on page 20-15.

Editing Link Names

1. In Assets Links view, double-click the name of the external link you want to update.

   The Links dialog box appears.

2. Type the new name or edit the existing one.
3. Click OK.

Updating an External Link

1. In Assets Links view, double-click the name of the external link you want to update.

   The Links dialog box appears.

2. Select and change the name in the Name field if desired.
3. Type the new URL or edit the existing one.
4. Click OK.

Displaying the Page Containing a Link

1. Double-click the link in Assets Links view.

   The Links dialog box appears.

2. Select the page you want to see in the list of pages.

3. Click Go to.

   The page you selected appears in Page view.

Adding a Link

1. In Assets Links view, from the Assets menu, choose New Link, or click the New button on the control bar.

   The Links dialog box appears and is empty.

2. Enter a name and location for your link and click OK.

Deleting a Link

1. In Assets Links view, select the link you want to delete.
2. From the Edit menu, choose Delete Link.

   If the link is in use, you cannot delete it.

3. Click Yes to confirm the deletion.

Note: You cannot undo this operation. You must use the Add Link command to recreate the link.

Verifying Links

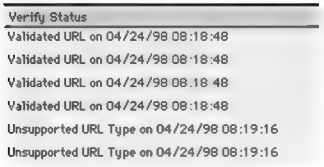
To determine whether all link destinations can be located:

1. In Assets Links view from the Assets menu, choose Verify All Links.

   NetObjects Fusion displays a progress bar as it verifies and reports the status of link destinations. It accesses the Internet to verify external link references.

   - When a link's destination is found, the date and time of validation appear in the Verify Status column.

- If a link's destination is not found, the problem is described in the Verify Status column.


Verify Status
Validated URL on 04/24/98 08:18:48
Validated URL on 04/24/98 08:18:48
Validated URL on 04/24/98 08:18:48
Validated URL on 04/24/98 08:18:48
Unsupported URL Type on 04/24/98 08:19:16
Unsupported URL Type on 04/24/98 08:19:16

When verification is complete, the progress bar disappears.

2. Resolve the destinations of any broken links by double-clicking the link and editing it as described in the previous section.

Link verification takes place in the background, so you can switch to another view and continue working while the links are being verified.

Note: NetObjects Fusion might not be able to verify destinations that are on the other side of a firewall. Also, after verification any mailto links display "Unsupported URL Type" because NetObjects Fusion cannot verify whether an email address is valid.

Managing Data Objects

Data objects are collections of fields of data. You can use a data object to publish data without using CGI scripts or database programming. For information about data objects, including how to create them in Assets view, see Chapter 20, "Data Publishing."

When you click the Data Objects tab, NetObjects Fusion displays a list of all the data objects used in your site.

You can edit the name and field names of an internal data object and add new fields. See "Changing an Internal Data Field Name" on page 20-9.

For an external data object, you can change Simple fields to Image fields and vice versa, but you cannot edit field names or add new fields, because these items depend on data in the external data file.

Managing Variables

Text variables make it easy to update text that appears throughout your site. The variables you create are displayed in the Assets Variables view so you can edit or delete them. NetObjects Fusion also provides standard variables, such as the date and time the site was created or last modified, but these are not displayed in Assets Variables view. For more information about how to insert a variable in a text block, see "Creating a User-Defined Variable" on page 8-17.

Adding a Variable

1. In Assets Variables view, choose New User Defined Variable from the Assets menu, or click New on the control bar.

   The New Variable dialog box appears.

2. Enter a name and value for the variable and click OK.

Editing a Variable

1. In the Assets Variables view, double-click the variable.

   The Edit Variable dialog box appears.

2. Edit the name and value of the variable and click OK.

   If you edit the value of the variable, NetObjects Fusion updates all text blocks containing that variable with the new value. If you edit the name of a variable that is in use, NetObjects Fusion creates an undefined user variable.

Deleting a Variable

1. In Assets Variables view, select the variable you want to delete.
2. From the Edit menu, choose Delete User Defined Variable.
3. Click Yes to confirm the deletion.

Note: You cannot undo this operation. You must use the New Variable command to recreate the variable. Do not delete a variable that is in use. If you do, it will be replaced with Undefined User variable: variable name in the text where it was used.

Publishing Your Site

When you complete your site design and development, you're ready to publish the results as a collection of HTML pages and associated assets. Publishing is similar to previewing your site, with one major difference:

- When you preview your site, NetObjects Fusion automatically generates and stores your site in the **User Sites: *Sitename:* Preview** folder and creates absolute paths to your site's assets.
- When you publish, you can control the location of your published site, directing NetObjects Fusion to store your site on a local disk or a remote server.

This chapter tells you about the publishing process, describes the functions and features of Publish view, and tells you how to publish your site by:

- **Selecting the default HTML output method**
- **Designing the server file and directory structure**
- **Defining local and remote server locations**
- **Publishing your site locally or remotely**

Note: Sites published with NetObjects Fusion work with any Web server, on any operating platform. No special Web-server extensions are required. If your site contains server-side components—including NetObjects Fusion Message Board or Form Handler components, CGI scripts, or third-party components such as Allaire Fusion2Fusion—it will require additional server setup.

The Publishing Process

When you publish your site, NetObjects Fusion generates HTML pages and associated assets from the information in the ***Sitename*.nod** file, which contains your site structure, page design, content, links, and assets. If you are publishing to a remote server, NetObjects Fusion opens an FTP session and connects to the remote server. Then the HTML pages and assets of your site are stored in the location of your choice, using the file and directory structure you specify.

To publish your site the first time:

1. Define your site's publishing settings in the Setup Publish dialog box by:
   a. Defining the directory structure.
   b. Selecting the HTML output method.
   c. Defining a server profile for each location where you want to publish your site.

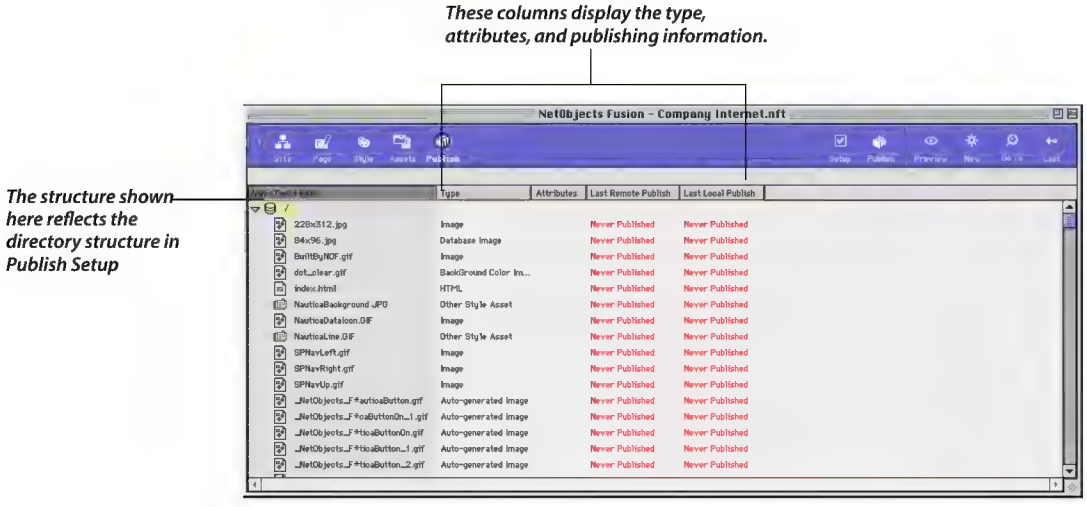
   These publishing settings are saved in your ***Sitename*.nod** file for future use.
2. Customize your site's directory structure, if needed, by:
   a. Re-arranging and renaming site folders.
   b. Creating custom folders.
   c. Changing the publishing properties for folders, pages, and assets.

   Your customized directory structure is saved in your ***Sitename*.nod** file for future use. The file and directory structure you use does not change the appearance, design, or content your site visitor sees; it only controls the way the pages and assets are stored on the server.
3. Publish your site to the selected server location.

Once you successfully publish, you can re-publish at any time by clicking the Publish button on the control bar. You can also modify these settings at any time, and then re-publish.

Using Publish View

When you click Publish on the control bar, Publish view opens. You must be in Publish view to publish your site.


These columns display the type, attributes, and publishing information.
The structure shown here reflects the directory structure in Publish Setup
NetObjects Fusion - Company Internet.nft
Type
Attributes
Last Remote Publish
Last Local Publish

The Publish view has five columns that show information about the folders, pages, or assets that make up your site. You can sort the columns by clicking a column heading, and you can resize the columns by dragging the column heading border to the left or right.

The Name Description column displays the file and directory structure of your site as it will be published on the server. You can delete, rearrange, or rename folders shown in this column, and you can create new subfolders at any level. You can work with the folders in this column much like you do in the Finder. For example, to rename a folder, click a folder name, type the new name, and press Return. While you can also drag and drop folders within folders, you cannot use the Cut or Copy commands on the Edit menu when working with folders.

For each folder, page, or asset, the columns to the right—Type, Attributes, Last Local Publish, and Last Remote Publish—display the type, attributes, and the last date each page or asset file was published locally and remotely. You can also find information about a folder, page, or asset by using the Get Info command on the Publish menu.

Configuring Publish Setup

Before you can publish, you should configure three publishing settings: the directory structure, the type of HTML output, and the server locations where you want to store the published results.

Setting the Directory Structure

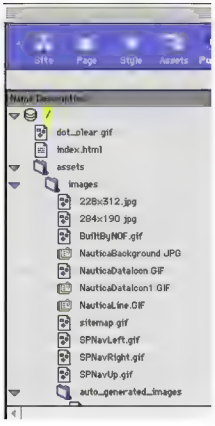
When you publish your site, you control the directory structure NetObjects Fusion uses to arrange your files and assets on the server. Setting the directory structure does not change the site structure that the site visitor sees, nor does it affect the relationships or links between pages and assets. It simply defines how your pages and assets are stored on the server, and what URL is required to access them.

For example, some servers require a one-level structure, with all pages, images, and other assets in the same directory; others let you set up your own directories.

NetObjects Fusion supports three types of server directory structures:

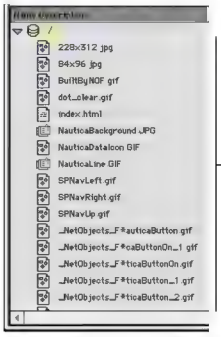
- **Flat** directories for servers that require all resources and assets to be in a single directory. Many commercial Internet Service Providers (ISPs) require this kind of structure.
- **By Asset Type** arranges your site contents into folders according to their asset type. This is the structure generated by earlier versions of NetObjects Fusion. For

example, if your site contains a typical mix of text and media, a structure set By Asset Type arranges your contents into the structure shown below.

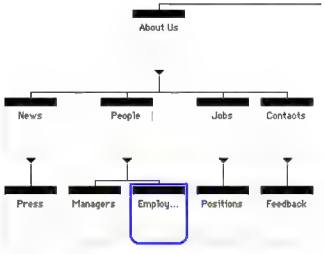


- **By Site Section** arranges your site contents into a directory structure that looks like your site in Site view:
  - Your Home page and its assets are stored in the site's root directory.
  - Each first-level page is stored in its own folder with its assets.
  - Any child page is stored with its assets in a subfolder beneath the folder that contains its parent page.

  For example, a structure set By Site Section would have this directory structure on the server.



Shows the directory structure of the site in Publish view.



Shows this same part of the site in Site view

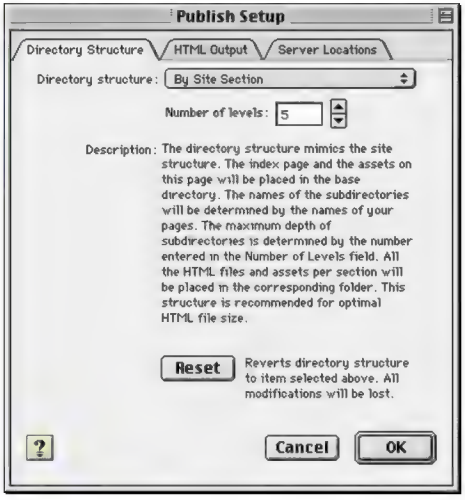
This setting creates the most efficient file structure, allowing your server to load pages as quickly as possible in your site visitor's browser. It is the default directory structure setting in NetObjects Fusion. It also provides the most effective directory structure for search engines, which might only index one page per folder.

Note: If you apply the By Site Section directory structure, shared assets are stored in the deepest folder common to all pages that use that asset. This makes the shared access to those assets as efficient as possible.

To set the Directory Structure property for this site:

1. In Publish view, click the Setup button on the control bar, or choose Publish Setup from the Publish menu.

   The Directory Structure tab of the Publish Setup dialog box appears.


Publish Setup
Directory Structure
HTML Output
Server Locations
Directory structure:
By Site Section
Number of levels:
5
Description:
The directory structure mimics the site structure. The index page and the assets on this page will be placed in the base directory. The names of the subdirectories will be determined by the names of your pages. The maximum depth of subdirectories is determined by the number entered in the Number of Levels field. All the HTML files and assets per section will be placed in the corresponding folder. This structure is recommended for optimal HTML file size.
Reset
Reverts directory structure to item selected above. All modifications will be lost.
?
Cancel
OK

2. Select the server arrangement you want from the Directory structure pop-up menu.

   For each option, NetObjects Fusion displays a short description of that option's effect.

3. If you customized your directory structure and want to reset your arrangement to the default directory structure, click the Reset button.

   NetObjects Fusion removes any custom folders and changes all customized asset names back to their original, auto-generated names. See "Customizing Your Directory Structure" on page 26-21 for information.

4. Click OK to apply the selected directory structure type.

   The directory structure is revised and displayed in Publish view.

Setting the Site's HTML Output

The wide range of browser versions and capabilities makes it difficult to know exactly what kind of HTML tags and functions will display effectively to site visitors. Advances in HTML coding and browser abilities have also made it possible to create pages using less code and more efficient downloads—if your site visitor's browser can support it.

To address these concerns and take advantage of these improvements, NetObjects Fusion can generate any of three types of HTML output when publishing your site See "Selecting HTML Output" on page 5-3 for complete information on these publishing methods.

- **Nested Tables** uses nested table tagging and other features of the 3.2 HTML specification. This is NetObjects Fusion's default output because it produces the most predictable and consistent results onscreen, regardless of the type, version, or configuration of the site visitor's system or browser fonts. Both Microsoft Internet Explorer 2.x and above and Netscape Navigator 2.x and above correctly display pages published in Nested Tables format.
- **Regular Tables** uses basic HTML table tagging to deliver your design and content. Both Microsoft Internet Explorer 2.x and above and Netscape Navigator 2.x and above correctly display pages published in Regular Tables format, although site visitors' results might vary according to their system and browser font settings.

Note: If you select either form of table-based output, be sure your pages do not have overlapping objects, or your published results will not be what you expected. See "Interpreting the Warning Icon" on page 4-20 for information.

- **CSS and Layers** uses Cascading Style Sheet Positioning code, layers, and scripts to position and publish your layout and content. Both Microsoft Internet Explorer 4.x and Netscape Communicator 4.x correctly display pages published in CSS and Layers format, although the site visitors' results might vary according to their system and browser font settings.

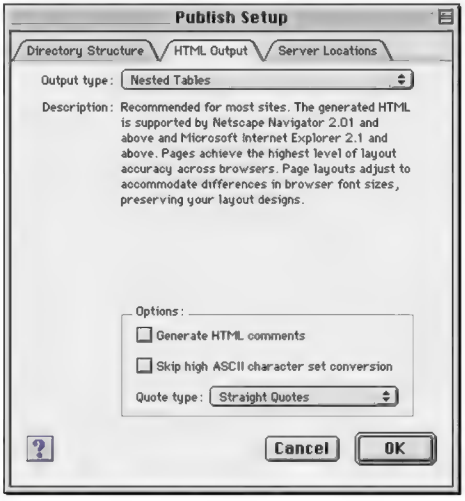
On the HTML Output tab of the Publish Configure dialog box you designate which type of HTML output NetObjects Fusion generates. This setting determines the site preference for HTML output. You can override this site preference for individual Layouts and Layout Regions, so NetObjects Fusion generates their HTML using a different method. See "Setting the Layout's HTML Output Method" on page 7-8 and "Setting the Layout Region's HTML Output" on page 7-17 for information.

To set the publishing method for your site:

1. In Publish view, click the Setup button on the control bar, or choose Publish Setup from the Publish menu.

   The Publish Setup dialog box appears.

2. Select the HTML Output tab.


Publish Setup
Directory Structure
HTML Output
Server Locations
Output type:
Nested Tables
Description:
Recommended for most sites. The generated HTML is supported by Netscape Navigator 2.01 and above and Microsoft Internet Explorer 2.1 and above. Pages achieve the highest level of layout accuracy across browsers. Page layouts adjust to accommodate differences in browser font sizes, preserving your layout designs.
Options:
Generate HTML comments
Skip high ASCII character set conversion
Quote type:
Straight Quotes
Cancel
OK

3. Select the publishing method you want to use from the Output type pop-up menu.

   When you select an option, NetObjects Fusion displays a short description of that option's effect. The selected output method becomes the default for all the pages in the site, unless overridden in a specific Layout or Layout Region.

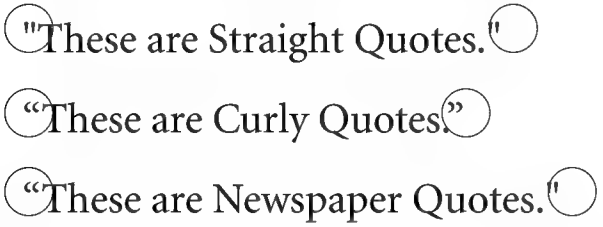
4. In the Options section of the dialog box:

   - To include comments in the HTML file created for each page, select the Generate HTML comments option. The comments identify the beginning and ending of each page's head and body, as well as objects.

   - If you are working with special character sets, such as Japanese or Chinese, and are familiar with their related coding issues and trade-offs, you can prevent NetObjects Fusion from converting high ASCII characters to their HTML equivalents. To do so, select Skip high ASCII character set conversion.

     The default is to leave ASCII character set conversion turned on; this is the correct setting for most sites.

- Use the Quote pop-up menu to select one of the three types of quotation marks you can use in your site's text objects.



  Straight Quotes is the default setting. The site visitor's browser font settings control the appearance of these quotes in the browser.

5. Click OK to set the selected HTML output type and formatting options.

Defining Server Profiles

The last task in configuring your publishing settings is to define the local or remote server locations where you want to store the completed site. You configure these locations by modifying or creating server profiles, which are stored with the rest of your publishing specifications in the ***Sitename*.nod** file.

Each server profile has a name and a set of properties that define the local path name or the remote host connection settings that NetObjects Fusion uses to publish your site to that location and server. You can select a server profile or set its properties any time before you publish the site.

NetObjects Fusion includes two default server profiles:

- **My Computer**, which defaults to a local setting with the target directory of **NetObjects Fusion 3.0: User Sites: *Sitename*: My Computer**.
- **Remote Publish Server**, which defaults to a blank remote server profile that you must fill out before publishing.

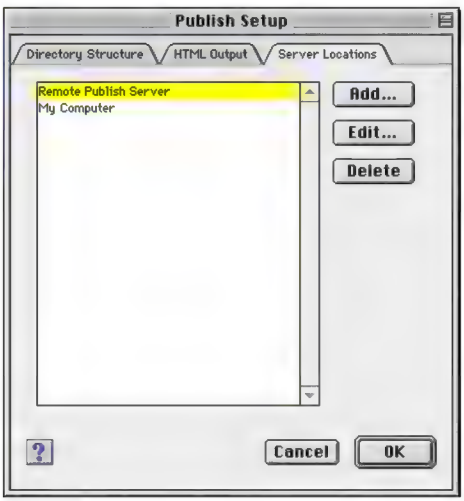
You can modify these default profiles, create your own, or delete unneeded profiles.

Defining a Server Profile for Local Publishing

1. In Publish view, click the Setup button on the control bar.

   The Publish Setup dialog box appears.

2. Select the Server Locations tab.



3. To modify an existing local server profile, select the profile from the list and click Edit. Continue with step 6.
4. To create a new server profile, click Add.

NetObjects Fusion displays the Location Properties dialog box with the Remote setting selected by default.

5. Select Local.

6. Enter a name for this profile in the Server name field.

7. Click Select.

   The Choose a Folder dialog box appears.

8. Select the local folder you want to use and click Choose. To create a new directory, click the New button, type a new folder name, and click OK.

   To prevent your published site files from getting mixed in with other files, enter or select a new or empty folder. Also, make sure the local drive has sufficient space for your published site files.

9. To set the file name for the Home page of your site, use the Rename the home page of each folder as pop-up menu. You can select:

   - Index, which is the default page name automatically recognized by most current servers. This is the default.

- Current Page Name, which is set by the value of the Name property for the Home page.
- Home
- Default, which literally uses the name **default**, as in **default.html**

10. Set the default file name extension applied to each page in your site by selecting **.htm**, **.html**, or **.shtml** from the Make extension of each page pop-up menu.

    For local publishing, be sure to use a page extension that your browser recognizes, or it might not display the page properly. If you defined a file name extension for an individual page in the Custom Names dialog box, that extension overrides the site default for that page.

11. To convert all spaces and most non-alphanumeric characters in asset file names to underscore characters (_), select Replace the file name spaces with underscores. NetObjects Fusion does not replace periods (.) or hyphens (-), because all servers understand those characters. This is recommended.

12. Click OK to complete the configuration of the local server profile.

    The Publish Setup dialog box reappears with your local server profile listed.

Defining a Server Profile for Remote Publishing

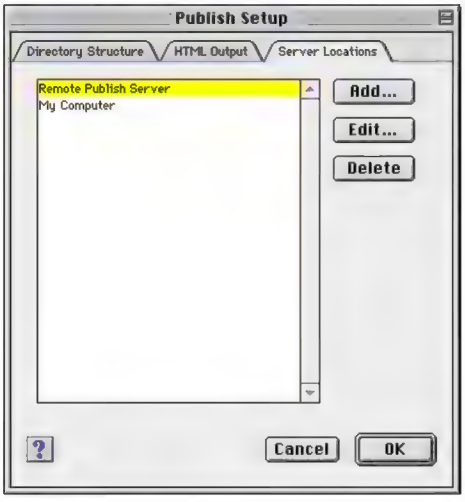
The information needed to connect to a remote server is specific to your server. Contact your ISP or server administrator for the precise information to enter in these fields. For guidance on the questions you need to ask, see "Remote Server Access Checklist" on page 26-30.

To define a remote server profile:

1. In Publish view, click Setup on the control bar.

   The Publish Setup dialog box appears.

2. Select the Server Locations tab.

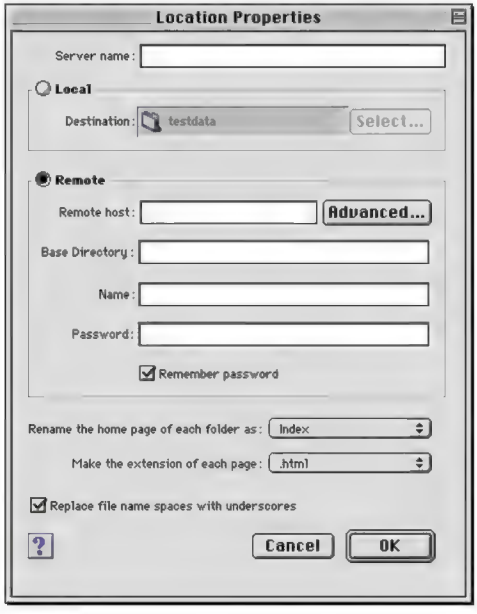


3. To modify an existing remote server profile, select the profile from the list and click Edit. Continue with step 6.

4. To create a new remote server profile, click Add.

   NetObjects Fusion displays the Location Properties dialog box with the Server Name field blank and the Remote publish setting selected by default.

5. Enter a name for this profile in the Server name field.



6. In the Remote host field, enter the name or IP number used to connect to the remote server. This can be your site's domain name, the name of an intranet server, or the name of your ISP's server.

7. To specify a CGI FTP port number or custom port number, or establish aliases or virtual directories for some of your site content, click Advanced to display the Advanced Settings dialog box. See "Creating Aliased Folders and Setting the CGI-Bin Directory" on page 26-17 for information.

8. Enter the Base Directory for your site that defines where on the server your content will be stored:

   - If your site's Home page should be stored in the root directory of the user ID or server account that you use for loading your site, leave this field blank.

- If you want your site's Home page to be stored in a different directory than the root directory, enter the relative path from your home directory to it here.

For more information on the base directory setting, see "Remote Server Access Checklist" on page 26-30.

9. In the Name field, enter the user ID needed to log on to the remote server so you can transfer files to it.
10. In the Password field, enter the password that authorizes this ID to access the server. To effectively publish your site, you need server permissions that let you add files and create directories, so you can transfer scripts and other executable resources to a directory on the server that lets them run.
11. Select the Remember password option unless you want to be prompted for your password every time you publish remotely to this server.
12. To set the file name for the Home page of your site, use the Rename the home page of each folder as pop-up menu. You can select:
    - Index, which is the default page name automatically recognized by most current servers. This is the default.
    - Current page name, which is set by the value of the Name property for the Home page.
    - Home
    - Default, which literally uses the name **default**, as in **default.html**

    Your server administrator can tell you whether to use Home or Default instead of Index. If you use Current Page Name, your site visitors must include the exact file name as part of the URL to reach your site.
13. Set the default file name extension applied to each page in your site by selecting **.htm**, **.html**, or .**shtml** from the Make the extension of each page pop-up menu.

    Your server administrator can tell you which extension is the default for your server.

Note: If you define a file name extension for an individual page in the Custom Names dialog box, that extension overrides the site default for that page.

14. To convert all spaces and most non-alphanumeric characters in asset file names to underscore characters (_), select Replace file name spaces with underscores.

    Your site might be hosted on a UNIX server that cannot handle spaces in file names, so it's recommended that you select this option. NetObjects Fusion does not replace periods (.) or hyphens (-), because all servers understand those characters.

15. Click OK to complete the configuration of the remote server profile.

    The Publish Setup dialog box reappears with the new remote server profile listed.

Creating Aliased Folders and Setting the CGI-Bin Directory

Sometimes you need to store certain assets of your site in a location separate from the rest of your site. For example:

- You can link to programs such as CGI scripts or other executables that have to be placed in a specific CGI directory so they run properly.
- You can place an order form or other pages in a secure location that requires authorized access, without restricting access to the rest of your site.
- You can link to images or other assets that are maintained or controlled by others, and stored in a protected location.

To do this, you create alias folders, using a process in which you define two locations:

- The actual physical location where you want to FTP the pages or assets
- The URL or logical address that you want NetObjects Fusion to use when referring to that object.

On some servers, this is referred to as creating virtual folders.

Once the site is published, you or your server administrator must configure the server to look in the FTP location for assets that are described as being in the URL location.

For example, your site might include several stock images from your company's marketing department, such as the company logo and other approved art work. When you create your site, you use copies of the art work that you stored on a local disk. When you publish and upload your site to the company server, however, you want to use the "official" images that have been approved and maintained by the marketing department.

Check with your server administrator to see if your site contents or remote server configuration requires a CGI directory or other aliases.

To specify the CGI-BIN directory:

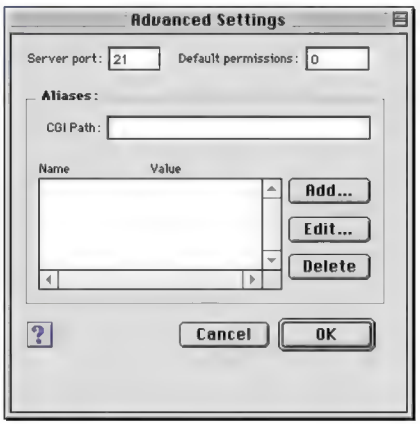
1. In Publish view, click Setup on the control bar.

   The Publish Setup dialog box appears.

2. Select the Server Locations tab, select a remote server, and click Edit.

3. Click the Advanced button.

   The Advanced Settings dialog box appears.



4. Enter the FTP path where CGI scripts are stored in the CGI field. This establishes an alias to the executable directory on the server where CGI scripts are kept.

You can also use the Advanced Settings dialog box to define a specific server port or permissions setting—even if you are not defining aliases or virtual folders. Depending on your Web server configuration, you might need to set specific permissions so that your Web server software can access your published files. This section describes how to set a different permission string to override the default permissions normally set by NetObjects Fusion. If you simply want to define a specific server port or permissions setting for this server profile, proceed to step 10.

To create other aliased folders:

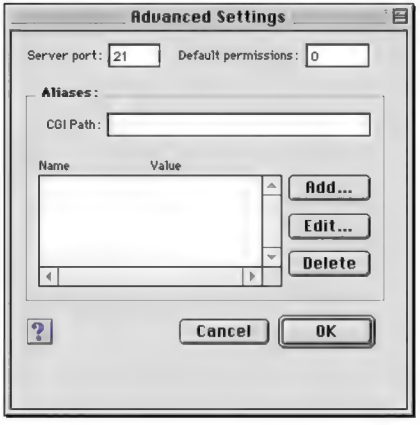
1. In Publish view, arrange the directory structure for your site the way you want it to appear on your server.
2. Isolate the pages or assets you want to store in an aliased location into one branch of the directory structure, under a common parent folder. If necessary, create a custom folder for each set of aliased content.

   If your site requires more than one alias—such as one alias for secure pages and another alias for protected assets—you can create more than one custom folder. See "Creating Aliased Folders and Setting the CGI-Bin Directory" on page 26-17 for information.
3. Drag pages and assets into the appropriate custom folder(s) as needed.
4. Click Setup on the control bar.

   The Publish Setup dialog box appears.
5. Select the Server Locations tab.
6. Select the remote server profile that you want to change, and click Edit.

   The Location Properties dialog box appears.
7. Enter remote server profile information, if needed.
8. Position the Locations Properties dialog box so you have a clear view of the Directory Structure pane of Publish view. Refer to the directory structure to make sure you type the URL correctly.
9. Click the Advanced button.

The Advanced Settings dialog box appears.



10. To specify a Server port or Default permissions setting to access this server, enter the port number or permissions flag in the fields.

11. To add a new alias, click the Add button. To edit an existing alias, select it from the list, then click the Edit button.

    If you clicked Add, the New Alias dialog box appears.

12. Enter the relative path from your site's root folder to the custom folder containing the aliased pages and assets as the URL Path. Refer to the directory panel as needed to enter the path exactly as it appears, including the use of uppercase and lowercase names and spaces.

    For example, if you create a custom folder called **companypix** and placed it under your **assets** folder, then the URL Path would be **/assets/companypix.**

13. Enter the FTP path that you want to use to actually store that folder and its contents. This FTP location must be on the same server as the rest of the site because your server profile only logs on to one server at a time. You can use a forward slash as the path separator.
14. Click OK.

    The Advanced Settings dialog box appears.
15. If you need to add additional aliases, return to step 11.

When you publish your site, NetObjects Fusion keeps all links and references to your aliased content pointing toward the URL path, but actually stores the pages and assets in the FTP location you specified.

Note: The server must be configured to support this alias. This is a system administrator task outside NetObjects Fusion's responsibility, so you or your server administrator must define the alias on the server. These are called shortcuts on Windows or symbolic links on Unix.

Customizing Your Directory Structure

Although NetObjects Fusion offers three directory structures, you can customize your site's directory structure. You can do this in Publish view by renaming, rearranging, or deleting site folders, creating custom folders, or changing the publishing properties for folders, pages, and assets.

NetObjects Fusion's database keeps track of all your name, path, and structure changes, and updates the site's links and auto-generated objects as appropriate. When you re-publish the site in the future, NetObjects Fusion remembers your changes and keeps them in place.

Note: Customizing your site structure does not change the appearance, design, or content that your site visitor sees; it only controls how the pages and assets are stored on the server, and the URL necessary to access the site's interior information.

Creating a Custom Folder

1. In Publish view, click the folder, page, or asset where you want to add a custom folder, and choose New Folder from the Publish menu.

   NetObjects Fusion adds a custom subfolder named **New Folder** below the selected folder or file.

2. Edit the existing folder name, or enter a new name.
3. Press Return.
4. Drag other folders or files into the custom folder as needed.
5. Click the arrow to view the contents.

Renaming Folders and Files

1. In Publish view, click the folder or file name. A box appears.
2. Edit the existing object name or enter a new name. Press Return.

You can rename auto-generated folders and files; NetObjects Fusion remembers the new names the next time you generate your site. Any folder or file that you rename is considered customized. If you name a customized folder with a name used by an auto-generated folder, it is still treated as a customized folder.

Aliased folders are also considered customized folders; NetObjects Fusion displays them in the directory structure, even if they are empty, and tracks their name and location in the event you change them. See "Creating Aliased Folders and Setting the CGI-Bin Directory" on page 26-17 for more information.

By definition, read-only assets, such as script files used by NetObjects Fusion components, can't be changed. NetObjects Fusion ignores attempts to move or rename read-only files.

Deleting Folders

1. Make sure the folder you want to delete is empty. You cannot delete a folder until it is empty, and you also cannot delete pages or assets in Publish view.
2. In Publish view, click the folder.

3. Choose Delete Folder from the Publish menu.

   NetObjects Fusion deletes the folder.

After you delete a customized folder, the next time you publish the site, NetObjects Fusion recreates any auto-generated assets that it needs.

Rearranging the Directory Structure

- In Publish view, click the folder, page, or asset and drag it to its new location. You cannot use the Cut and Copy commands to rearrange folders, pages, or assets.

  NetObjects Fusion moves the object and updates all references to it.

If you move pages, NetObjects Fusion remembers their new locations, but might continue to auto-generate folders needed to contain that page's assets. Components and their related assets have an R in the attribute column for read only.

Viewing and Setting Publication Properties

In addition to their other properties, your site's folders, pages, and assets have publishing properties that indicate or control the way they are included in your published site.

Three of these publication properties are indicators of the publishing status for that folder, page, or asset:

- Folders, pages, and assets that were renamed or moved from their default location have a customized publication property. Customized assets display a C in the Attributes column, and a check in the Customized option of the publication Properties dialog box.
- Some folders, pages, and assets are marked read-only:
  - Assets created by NetObjects Fusion components, such as Site Mapper or Message Board.

  - Dependent Java **.class** files that were added to the site's assets. When you add a Java object and preview or publish your site, NetObjects Fusion analyzes the object's **.class** file to see if it calls for other **.class** files; if so, those dependent **.class** files are added as read-only assets. These assets must be in the same directory as the named **.class** file.

  Read-only assets display an R in the Attributes column, and a check in the Read-only option of the Properties dialog box.

- Pages and assets have two published date properties that display the latest publication date in both the Last Remote Publish and Last Local Publish columns.
  - The publish dates for pages are always displayed in red, because NetObjects Fusion always publishes all pages of your site, except those individually marked Don't publish.
  - If an asset was never published locally or remotely, it displays Never Published in red in the appropriate column.
  - If an asset was changed since the last time it was published, it displays the Last Published date in red. If you select Publish changed assets only when you publish this site, the assets with red dates are re-published to the server.

Suppressing a Page or Asset from the Published Site

You can also suppress publishing for a selected page or asset by setting its Don't publish property. If you set this property, NetObjects Fusion:

- Overrides any Needs Publishing or Publish changed assets setting for this page or asset.
- Adds a D to its Attribute column.
- Publishes the site without that page or asset.

To suppress publishing for a page or asset:

1. In Publish view, click the page or asset and choose Get Info from the Publish menu.

   The Properties dialog box appears.

2. Select Don't Publish, then click OK.

   NetObjects Fusion displays a D in the Attributes column and suppresses the page or asset from the site when published.

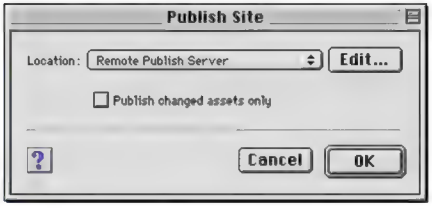
To re-enable publishing for a suppressed page or asset, repeat step 1, then clear Don't Publish and click OK.

Publishing Your Site

When your publishing configuration settings are complete, you are ready to publish your site:

1. In Publish view, click the Publish button on the control bar.

   The Publish Site dialog box appears.



2. Choose a server profile from the Location pop-up menu.
3. To confirm or change the server profile properties—such as the directory name for local publishing, or the target directory for remote publishing:
   a. Click Edit.

      The Locations Properties dialog box appears.

   b. Make necessary changes to the server profile.

      See "Defining a Server Profile for Local Publishing" on page 26-11 or "Defining a Server Profile for Remote Publishing" on page 26-13 for information.

   c. Click OK to close the Locations Properties dialog box.
4. To publish only the assets that changed since the last time you published, select Publish changed assets only.

NetObjects Fusion determines which assets have changed since the last time the site was published, then generates and transfers only those assets. This does not impact your site's pages, which are always regenerated and reloaded when you publish your site.

Note: NetObjects Fusion does not query the server to see if it has all the unchanged assets needed by the site. If you publish changed assets only, be sure you publish to the same location you did previously, so unchanged assets are still available.

5. Click OK to publish your site.
   - If you publish your site locally, NetObjects Fusion creates the local directories if needed, and stores the formatted site as directed.
   - If you publish your site remotely, NetObjects Fusion generates a temporary copy of the site, connects to the remote server using the settings in the server profile, and uses its internal FTP program to transfer the site files and directories to the remote server.

     If you specify in Publish Setup a folder that doesn't exist yet on the server, NetObjects Fusion alerts you that the target directory doesn't exist, and asks for confirmation that you want it to be created.
6. When the transfer is complete and your site is in place, NetObjects Fusion starts your default browser and displays the site so you can examine your results. You can now make changes to your site file (***Sitename*.nod**), and re-publish the site or its changed assets as needed.

Additional Publishing Guidelines

- Sites published with NetObjects Fusion work with any Web server, on any operating platform. No special Web server extensions are required.
- When you re-publish your site, NetObjects Fusion overwrites existing files as needed. It does not, however remove old files or obsolete assets from your local or remote directories; you have to perform these housekeeping duties yourself.

- NetObjects does not publish through firewalls or to proxy servers. See "Publishing with Firewalls or Proxy Servers" on page 26-28 for the steps necessary to publish your site to a protected server.
- If NetObjects Fusion has difficulty storing your site on a remote server:
  - Make sure your system is online and has a valid connection to your network or the Internet.
  - Make sure the server is not down or offline.
  - Make sure your server profile settings are correct. Test the remote host, account name, and password settings displayed in the Location Properties dialog box by using them to log onto the server using a separate FTP or telnet application.
  - Make sure your account has the appropriate permissions, and that there is sufficient storage space for your site on the server.
- If you define publishing configuration settings for a site, and then export that site as a template, those settings travel with the template. If you are sharing a template with colleagues who can use the same publishing settings, you can save time by configuring the publishing settings in advance, exporting them with a template, and then distributing the template.

- If your site has been published and revised several times, your publish location might contain files that are not needed in the current or final version of the site. Use a separate FTP or telnet application to delete unused assets and clean out obsolete files from your published site folders before publishing a new version of a site.

Publishing with Firewalls or Proxy Servers

If your remote server is behind a firewall or stored on a proxy server, NetObjects Fusion cannot publish directly to the server. If that's the case, follow these steps:

1. Publish your site to a local folder other than the **User Sites: *Sitename:* Preview** folder. Use whatever directory structure and publishing method you would normally. The default setting publishes to the ***Sitename*** folder in the **User Sites** folder.
2. Consult with your server administrator for the preferred method of transferring content to the remote server. Potential methods include:
   - Transferring the entire site structure of the locally published site to a holding location on an unprotected server, so an authorized administrator can then transfer the site to the protected location.
   - Using an FTP application such as Fetch or WS-FTP™ or other means of access authorized by the server administrator to transfer the entire site structure of the locally published site to the protected server.

   In either instance, be sure to transfer all files and to duplicate the local folder structure precisely.

Publishing Special Assets

When you publish your site, NetObjects Fusion transfers the entire site to your designated location, including special assets you told it to manage. These special assets include things like Java classes, images and assets contained on external HTML pages, and CGI scripts. The list of managed assets included in your published site is displayed in Assets view.

You can use one of three ways to ensure that these special assets are included in your site's managed assets when you publish:

- Include the assets when you add the object that refers to them. For example:
  - If you reference external HTML pages using the External HTML tool, NetObjects Fusion automatically analyzes the external pages and includes their assets in the Asset Manager—unless you select Do not manage or move assets. If you do not select this option, you have to add assets those pages need to the Asset Manager using one of the two methods below. For information, see "Adding File Assets" on page 25-5.
  - If you add Java objects to your pages using the Java tool, NetObjects Fusion analyzes their **.class** files and adds other **.class** files referenced there. All of the **.class** files must be stored in the same directory. If you listed special assets in the Java Object Properties palette, NetObjects Fusion includes them as managed assets. See "Inserting a Java Applet or Servlet" on page 16-2 for information.
- You can add a file link to a special asset, and NetObjects Fusion manages and publishes the asset. See "Creating a File Link" on page 14-11 for information.
- You can explicitly add any special asset to the Asset Manager and select Always publish file to ensure that NetObjects Fusion manages and publishes the asset. For information, see "Adding File Assets" on page 25-5.

Managing Script Assets

NetObjects Fusion does not analyze custom scripts that you add to pages, MasterBorders, or other objects. If those scripts reference special assets, they are not automatically included in the site's managed assets. To have NetObjects Fusion manage and publish assets called in custom scripts, you must create file links to those assets, or explicitly add them to the Asset Manager. From the Publish menu, choose Get Info and select Always Publish.

Remote Server Access Checklist

Before you create a remote server profile, answer these questions.

1. *Who is your service provider?* This is the ISP, organization, or department that is going to store your site on its server and provide your site visitors access to it.

   The technical support staff of your service provider should be able to provide the answers to the rest of these questions. ISPs and other service providers often offer technical support pages on their own Web sites that answer these questions.

2. *What is the name of your remote host?* This is the name of the server where you are going to store your site. It might be the same as your domain name, such as **www.*yourname*.com**; a name assigned by the service provider, such as **inbox.*isp*.com**; or a specific IP address, a series of four numbers separated by periods.

   My Remote Host:

   _____

3. *What is your base directory?* When you log onto your remote host, you automatically begin in the home directory for your log-in account. This might not be the right place to put your site, however. For a variety of reasons, you might need to store your site in a subdirectory of your home directory, or in another directory altogether.

   You must know the relative path from your account's home directory to the base directory where your site should be stored. When NetObjects Fusion publishes your site and logs onto your service provider, it stores your site's pages and assets in this base directory. This path statement is the value you enter for Base Directory in the Location Properties palette for remote server publishing.

   However, the host and base directory might not look anything like the URL that your site visitors use to access your site. For security and other reasons, service providers frequently name their host machines and user directories according to their own needs.

   My Base Directory or path to my site folder:

   _____

Note: If you have your own domain, such as **www.*mycompany*.com**, and are logging in directly to the account that owns that domain, you might not need to specify a base directory, because the home directory of that account might be the same location as the base directory.

4. *What is the name and password for your account?* You need these so NetObjects Fusion can log on to the server and store your site files.

   My account name:_____ **Password:**_____

5. *What is the preferred name for the default Home page?* Your service provider determines what file name the server displays by default for each directory on the server. Some servers are configured to display by default any file named **index**; others default to **home** or **default**. You must match this preferred name in the Location Properties dialog box for remote server publishing.

   My server's default file name is:_____

6. *What HTML file name extension does your server support?* Web page servers typically support **.html**, **.htm**, or **.shtml** as file name extensions. Some service providers map one to the other so the server recognizes all of them; others require you to use a specific one. You must set the Location Properties dialog box so NetObjects Fusion publishes files with the correct extension. You can also enter a custom extension, if your server supports it.

   My server's preferred or required extension:_____

7. *Is a specific port required for upload?* The service provider might have designated a specific port on the server that it wants you to use to upload files. If so, you must specify this for NetObjects Fusion. See "Creating Aliased Folders and Setting the CGI-Bin Directory" on page 26-17 for information about setting a custom port address.

   My server's custom port number:_____

8. *Does your log-in account have the necessary permissions?* Servers use permission configurations to control what users are allowed to do while logged on—whether they can delete files, for example, or create new directories.

In Publish view, you can specify the server file and directory structure that you want NetObjects Fusion to create or use for your site. Your log-in account—which NetObjects Fusion uses to store the files—must have the server permissions necessary to create the directory structure you defined.

If your service provider does not let user accounts create directories, then you must use the Flat directory structure option to publish your site.

My account does / does not have permission to create server directories.

9. *How much server space do you have?* Before you publish, you should publish your site locally and check the size of the generated **Local Publish** folder, including all its sub-folders, in the ***Sitename*** folder. Confirm that it takes less space than the maximum allowed by your service provider.

   My account's storage capacity: _____

Working Around Browser Problems

Sometimes browsers don't properly display or handle actions, forms, and other objects you create in NetObjects Fusion. This can happen because earlier versions of browsers don't support the latest features available in HTML, and/or because of problems in the browsers themselves. This appendix helps you work around browser problems that affect the way your pages display.

The information in this appendix is current for browser versions available at the time of publication. If you encounter a browser problem, obtain the latest browser version from the software vendor to determine if the problem is fixed in the latest release.

Also, see the usage notes at **www.netobjects.com/support** for the latest information on browser problems. This contains not only the browser problems you might encounter while using NetObjects Fusion, but also contains **URLs** to sites that have more comprehensive listings of browser problems.

This appendix describes problems with:

- **Actions**
- **Forms**
- **Sounds and Shockwave objects**
- **Older Browsers**

About the HTML Output Method

You can often work around browser problems by changing the HTML output method you use to publish the affected page or Layout Region. The HTML output method specifies the format of the HTML generated by NetObjects Fusion. To determine which HTML output methods are appropriate for your site, read the discussions on publishing with nested tables, regular tables, and CSS and Layers in Chapter 7, "Laying Out the Page." To learn how to change the HTML output method for a page or Layout Region, see either "Setting the Layout's HTML Output Method" on page 7-8 or "Setting the Layout Region's HTML Output" on page 7-17.

If the solution to your problem is to publish the page with a particular HTML output method, but other objects on the same page require a different HTML output method, use Layout Regions to accommodate both requirements. For instance, if you have a form, which must be published in nested or regular tables, and you also have the Use Image action assigned to an image, which must be published in CSS and Layers, you can put the form in a Layout Region that is set to publish with regular tables and put the image inside a Layout Region that is set to publish with CSS and Layers. Layout Regions change the HTML output method for only a portion of a page, which lets you take advantage of the strengths of each HTML output method on the same page.

Problems with Actions

If you or your site visitors have problems seeing actions work correctly, check the following list of problems and solutions. If you publish a page that contains actions, make sure your site visitors view the page with 4.x browsers because earlier browser versions do not support the HTML that makes actions possible.

Problem:

I have objects with actions on a page. The page is published with nested tables as the HTML output method. Actions do not work when I view the page in a browser.

Solution:

In general, you should publish pages with actions with regular tables or CSS and Layers as the HTML output method. Many actions, such as those triggered by

mouse events, do not display properly in Netscape Navigator 4.x when the page is published with nested tables as its HTML output method.

Problem:

I have an object with an action inside a Layout Region on a page. The page, including the Layout Region, is published with regular tables as the HTML output method. The action does not work when I view the page in a browser.

Solution:

In general, if you have an object with an action inside a Layout Region, change the Layout Region's HTML output method to CSS and Layers and republish the site. If both the object and the Layout Region that contains it have actions, change the HTML output method for the entire page to CSS and Layers and republish the site.

Problem:

I assigned an action to an object that is embedded inside a text box, table, or Layout Region. When I view the published page, the object disappears or appears in the wrong place. If the object does appear, the action assigned to the object does not work. The page is published with nested tables as the HTML output method.

Solution:

If Netscape Navigator 4.x doesn't display some objects or if it displays them in the wrong place, publish the page with CSS and Layers as the HTML output method. If you don't want to use CSS and Layers as your HTML output method, move the object with the action outside the text box or Layout Region, change the page's HTML output method to regular tables, and republish the site. You also might be able to fix the problem by removing any action assigned to the table, text box, or Layout Region.

Problem:

When I preview pages that contain actions in Netscape Navigator 4.x, most of the actions do not work, but if I publish the page to a remote Web server and view the page, the actions work correctly.

Solution:

Avoid using Netscape Navigator 4.05 to preview sites with actions. A security feature in that version prevents actions from working correctly when you preview or publish locally.

Problem:

Transition and movement actions seem jerky and slow when I view them with my Macintosh browser. Sometimes when I click to start an action, the action does not start.

Solution:

You might experience delays starting actions when you view your pages on a Macintosh. Actions are also slower to execute with Macintosh browsers, making them seem shaky. Make sure you wait until the loading activity in the browser's status bar is completed before trying to invoke actions that require user input, such as a mouse click. Also, if you click and hold down the mouse button, the browser might incorrectly identify the click as an attempt to see the context menu.

Problem:

My drag and collision detection actions work only sporadically in Macintosh browsers.

Solution:

The Macintosh operating system's drag-and-drop functionality sometimes interferes with drag and collision detection actions in the browser. The operating system tries to interpret a drag in the context of the operating system's built-in drag and drop functionality.

Problem:

I assigned a transition effect action or a clip action (such as Iris, Peek, Set Clip Top, Set Clip Right, and so on) to an object on my page. The transitions do not display when I view the page in Microsoft Internet Explorer.

Solution:

If you are viewing the page in Microsoft Internet Explorer 4.x for Windows, set the page's HTML output method to CSS and Layers and republish the site to see the transition or clip action. If the objects with transition actions are inside a table or

text box, changing the HTML output method will not fix the problem. Either put the object inside a Layout Region instead of the table or text box and set its HTML output method to CSS and Layers, or use a motion transition instead.

If you are viewing the page in Microsoft Internet Explorer 4.x for Macintosh, transitions and clip actions do not work. Images with transitions on Macintosh display in their static state. Tell your Macintosh site visitors to view the page with another browser or use a motion action instead.

Problem:

I assigned an action to an object that is triggered by a mouse click, a mouse over, or a mouse out. When I view the published page in Netscape Navigator 4.x, the action does not work. The page is published with nested tables as the HTML output method.

Solution:

Sometimes Netscape Navigator 4.x does not register mouse clicks properly when the HTML output method is nested or regular tables. Change the HTML output method to regular tables or CSS and Layers and republish the site.

Problem:

I have a Set Src or Use Image action attached to an object. It is supposed to cause a different image to appear based on a mouse event (mouse click, mouse over, mouse out, mouse up, or mouse down), but these actions do not work when viewed in Netscape Navigator 4.x. The page is published with nested tables as the HTML output method.

Solution:

Use regular tables or CSS and Layers as the HTML output method and republish the site.

Problem:

I made a Layout Region and assigned a Display HTML action to it. The Display HTML action does not work correctly.

Solution:

In Netscape Navigator 4.x, the Display HTML action, assigned to a Layout Region, does not work if the Layout Region's container is published with regular or nested

tables as its HTML output method. Make sure the Layout Region's container, which can be either the page or another Layout Region, has CSS and Layers as its HTML output method. If you don't want to change the HTML output method of the entire page, make another Layout Region of the same size, set its HTML output method to CSS and Layers, and embed the first Layout Region inside the second Layout Region.

You might encounter another problem with the way the Display HTML action and Layout Regions work together. If the Display HTML action's target is a Layout Region, and the Layout Region has a background color or image, the Layout Region shrinks to the size of the displayed HTML when the action is performed. To avoid this, use Microsoft Internet Explorer to view the page.

Problem:

I added actions to a page that include custom JavaScript expressions and I see JavaScript errors when I view the page in a Web browser.

Solution:

If you use the JavaScript Expression dialog box to specify the parameters of an action, the code you enter must be valid JavaScript. If you want to type in your own JavaScript to complete an action, consult a JavaScript reference guide for correct syntax and acceptable values.

Also, if you create custom messages that you send to other objects on a page, use only alphanumeric characters in the message name because the name is used in a JavaScript expression when the HTML is generated for the page.

Problems with Forms

Problem:

I have a page with a form. Within the form, I also have an object with an action. None of the form elements are visible when I view the page in Netscape Navigator 4.x.

Solution:

If an object with an action appears inside a form before the form elements, the form elements do not appear on the published page. You can fix this by moving the object

with the action so that it appears below the form elements in your form container, or by placing just the form elements in a layout Layout Region form and placing the object with the action above the layout Layout Region form.

The problem occurs when the object with the action appears within <FORM> tags before the form elements. If the object with the action is after the form elements, the problem does not occur. If the object with the action is before the form elements, but is not within <FORM> tags, the problem does not occur.

Problem:

I placed form elements on a page, set the layout to be a form, and set the page's HTML output method to CSS and Layers. When I view the page in any browser, I see all the content on the page stacked vertically against the left margin of the browser.

Solution:

Form elements do not display properly in Netscape 4.x and Microsoft 4.x browsers if the form is published with CSS and Layers as the HTML output method. Change the HTML output method to regular or nested tables and republish the site.

Problems with Sounds and Shockwave

Problem:

In some situations, sound or Shockwave objects published using Nested Tables or Regular Tables as the HTML output method can't be started, stopped, or otherwise controlled in Netscape Navigator 4.0.

Solution:

To avoid this problem, change the HTML output method to CSS & Layers.

Problem:

I assigned Play, Pause, and Stop actions to objects on my page. When clicked, the objects are supposed to control a sound. When I view the page in a browser and click the objects, nothing happens.

Solution:

In Netscape Navigator 4.x, the Play, Pause, and Stop actions do not work unless the sound icon is an inline icon and the HTML output method is CSS and Layers. When you place the sound, choose the inline icon in the Display section of the Sound Properties palette, change the page's HTML output method to CSS and Layers, and republish the site. The actions do not work in Microsoft Internet Explorer 3.x, 4.x, or Netscape Navigator 3.x. Site visitors with those browser versions must click the controls in the inline icon itself to control the sound.

Problem:

I put a RealAudio sound on my page. When I view the page in a browser, I get a message that says the plug-in is not loaded. But I know I have the RealAudio plug-in loaded, and it works for other RealAudio sounds.

Solution:

You might have selected the inline option in the Display section of the Sound Properties palette. Netscape Navigator does not handle the sound properly if the inline icon is displayed. Select another icon or picture in the Display section of the Sound Properties palette.

Problems with Older Browsers

Problem:

When I view my published page in either Netscape or Microsoft browsers, I see all the content on the page stacked vertically against the left margin of the browser.

Solution:

You probably viewed a page published in CSS and Layers with an older (3.x) browser, or you viewed a form published in CSS and Layers with a 4.x browser. If you viewed a form, see "Problems with Forms" on page A-6 for more information. If the problem occurred because you used an older browser to view a page published in CSS and Layers, either view the page with a 4.x browser or change the HTML output method to regular or nested tables and republish the site.

Problem:

Some images do not display in older Netscape or Microsoft browsers.

Solution:

Make sure the images are not in **PNG** format. NetObjects Fusion 3.0 lets you place PNG images on the page, but 3.x and earlier browsers do not support **PNG** images. If you want the images to display correctly in all browsers, open them in an image editing application and save them as **GIF** or **JPG** format.

Other Browser Problems

Problem:

I have links to anchors in my site, but they don't work. The links take my site visitor to the correct page, but not to the anchor location.

Solution:

In Netscape Navigator 3.x, if you have a link to an anchor, and the anchor is on a page that is published with CSS and Layers as its HTML output method, the link displays the page, but does not scroll to the anchor. To fix this, change the HTML output method for the page with the anchor to nested or regular tables and republish the site.

Problem:

I made a table and embedded it inside a Layout Region. The table does not display properly in Netscape Navigator—it displays as an empty one-celled table. The HTML output method for the Layout Region is CSS and Layers.

Solution:

This occurs if you embed a table in a Layout Region whose HTML output method is set to CSS and Layers, and the Layout Region's container is set to nested tables. To ensure that the table displays properly, change the HTML output method for the Layout Region's container to regular tables or CSS and Layers. The Layout Region's container can be the page layout or another Layout Region.

Problem:

I embedded an object inside some text and set its alignment to Middle in the Align tab of the Picture Properties palette. When I view the page in the browser, the object is aligned to the bottom of the text instead of the middle.

Solution:

If the embedded object is shorter than the text, the Middle option does not work correctly in Netscape Navigator 3.x or 4.x. If it is important that your site visitors see the object aligned correctly, tell them to use another browser.

Problem:

I applied a background image to a Layout Region, but the background image does not display in the browser.

Solution:

Background images do not display in Netscape Navigator 4.x for Layout Regions if the HTML output method is nested or regular tables. Change the HTML output method for the Layout Region to CSS and Layers. For the page itself, you can leave the HTML output method set to nested or regular tables.

Problem:

I have multiple Layout Regions inside of one another on a page. Sometimes Layout Regions do not display in the browser, and sometimes Netscape Navigator crashes or hangs.

Solution:

When you publish a page with nested or regular tables as the HTML output method, Netscape Navigator 4.x has problems handling multiple Layout Regions on top of one another. Redesign your page so it does not contain multiple Layout Regions within Layout Regions, change the page's HTML output method to CSS and Layers, or instruct your site visitors to use another browser.

Problem:

I added the Picture Rollover component to a page. Some of my site visitors get Javascript errors when they mouse over the picture.

Solution:

Site visitors who view the Picture Rollover component with Netscape Navigator 3.x get JavaScript errors as they mouse over the picture. Tell your visitors to use a different browser version to avoid this problem.

Problem:

Site visitors who view my site with Microsoft Internet Explorer on the Macintosh do not see scroll bars on the browser window. They cannot scroll to see any content outside the visible portion of the browser window.

Solution:

Microsoft Internet Explorer 4.x for Macintosh does not display scroll bars for pages published with CSS and Layers as the HTML output method. Either change the HTML output method for the page to regular or nested tables and republish the site, or tell your Macintosh site visitors to use another browsers to view the site.

Problem:

I assigned Play, Pause, and Stop actions to objects on my page. When clicked, the objects are supposed to control a sound. I see a message in Microsoft Internet Explorer that says *Error with user added action.* when I click the objects in a browser.

Solution:

The Play, Pause, and Stop actions do not work in Microsoft Internet Explorer. Choose the inline icon in the Display section of the Sound Properties palette so that your site visitors can use the controls on the inline icon.

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